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Issue 22 October 1993

EUROPE'S FIRST INDEPENDENT MAGAZINE FOR

NINTENDO

TOTAL is the UK's biggest independent mag for Nintendo gamers.
FACT: Number of people who buy TOTAL each month: ABC Jul – Dec 1992 **81,313**

6 News Two new Nintendo machines, two Pac Man games, Mega Man X, and the latest on the Future Entertainment Show!

10 Charts Games you pay good money for, as recommended by us (usually).

12 Previews Jurassic Park, Sunset Riders, Fidgets and a smart pool game!

18 Letters All your questions answered, or at least the ones we actually know.

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Zombies! This game is dead good!

24 This brand-new title is one of the funniest and spookiest games ever. If you have any sense, it'll be in your house by the time you read this!





Slaughter in Sainsbury's!



The real baby BOOM!



Conveyor-belt bloodbath!

Super Empire Strikes Back

58 Our exclusive peek at the hottest game ever to, er, be a sequel to Super Star Wars. Will it be good enough to top its predecessor? Er, dunno yet, but you can look at the screenshots anyway.











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WIN! Konami's latest arcade machine! Turn to p52 to find out how!

SUPER NES • GAME BOY • NES

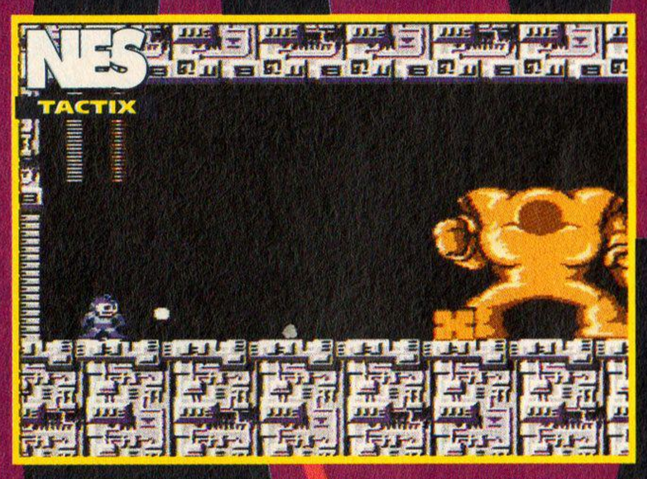
For the total Nintendo picture, we're all you need!

84 TOTAL Tactix

In Tactix this month, we blow Cybernator apart, tear Mega Man 3 to shreds and, er, give Battle Of Olympus a bit of a tickle on the tum.



Cybernator We tell you how to complete the game – and get a superb weapon-select cheat. It's all here, folks!







Mega Man 3 Mega Man may look cute, but it's rock-flippin' hard, as James found out to his cost.



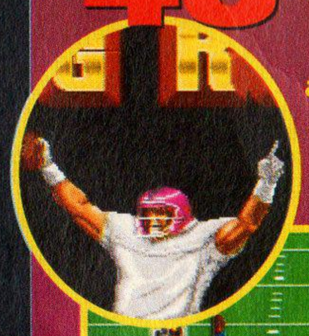


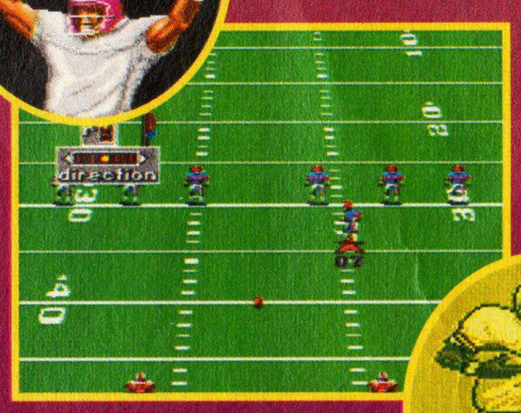
Battle Of Olympus Everything you needed to know and then some.

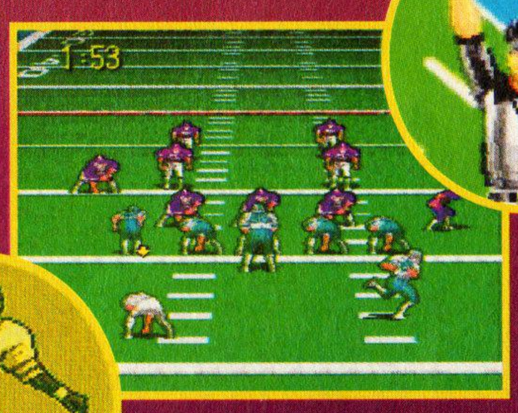
Er, hut, hut, hut!

48 **FOUR pages of Super NES and Game Boy gridiron action!**

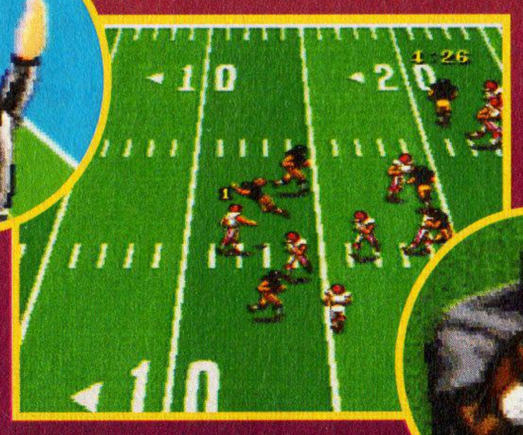
The American footy season has just started up again, right in time for TOTAL's round-up of the gridiron games currently available for your Super NES and Game Boy (as well as some of the ones looming on the horizon). It's so topical it's almost as if we planned it. And if you're one of those people (as Dennis Norden likes to say) who can't tell the difference between a first-down and a cheer-leader, don't worry, cos Chris Buxton, our expert in the field, explains the basics of the game as well.





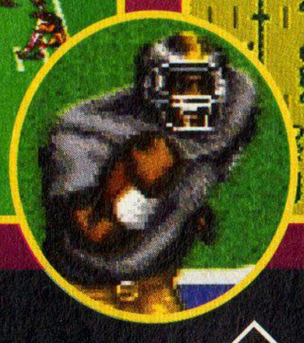


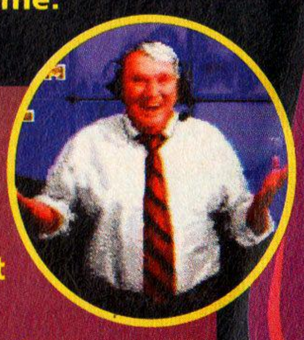












TOTAL! NINT

All that's hip and happening in the wonderful world of on the pulse. Beware of cheap imitations

Nintendo go to town



Nintendo are bringing on the big guns this autumn in an attempt to blast Sega off the shelves.

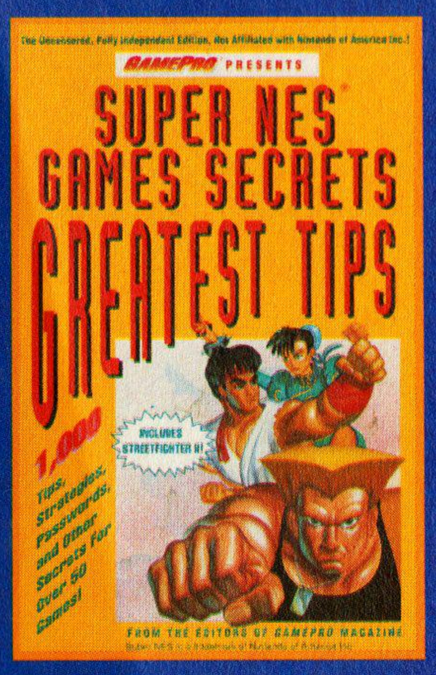
Nintendo have revealed their plans for their autumn attack on the high street. Leading the charge will be the Super Mario All-Stars Super NES bundle, which weighs in at £130 and will be on the shelves in October. If you've already got a Super NES, the stand-alone Super Mario All-Stars cart will be out slightly before then, along with the Disney/Capcom game Goof Troop. Other official Super NES titles out before November include Bubsy, Nigel Mansell, The Lost Vikings, Las Vegas Stakes (oh dear), Battletoads, Mystic Quest, Plok and Yoshi's Safari. And, of course, Street Fighter II Turbo, which Nintendo promise will be cheaper than the wallet-hurting £65 demanded for the original Street Fighter II.

Nintendo have also confirmed the launch of two new NES packs, although, sadly, both will include the old, boxy NES and not the sexy new one which was unveiled at Las Vegas earlier this year. The Super Mario Bros. NES pack will cost £50 and the Super Mario Bros. 3 one £60. And better still, Nintendo have plenty of NES games coming out this autumn too.

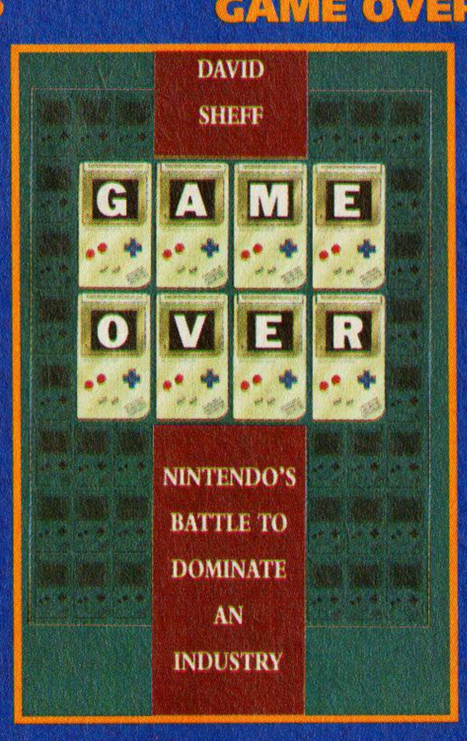
Look out for these Super NES games in the shops soon.



Speaking volumes



SUPER NES GAMES SECRETS GREATEST TIPS **£11** There's not a player's guide in sight in this book – it's just chock-full of little tips, cheats and passwords for over 50 games. The book's by the editors of US magazine Gamepro, so a lot of the games are only available on import, but it really is an excellent compilation of tips – although at 11 nicker it's only worth buying if you've got quite a few of the games featured.



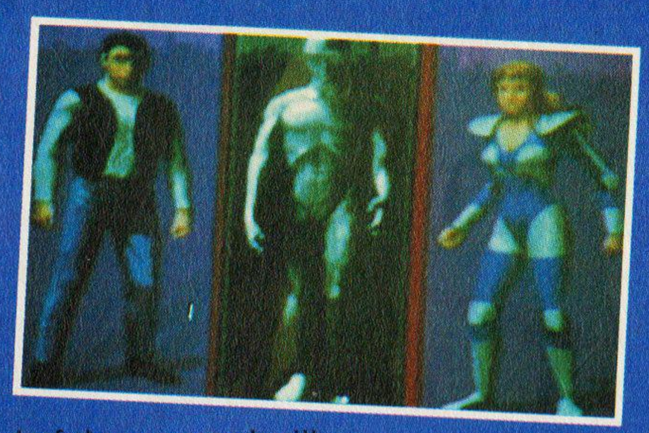
GAME OVER: NINTENDO'S BATTLE TO DOMINATE AN INDUSTRY **£20** Not a games book but a fascinating account of Nintendo's rise to dominance in the video-games industry. It's a weighty text book – author David Sheff put in over two years' research on it – but it's gripping reading for anyone interested in big business and the ruthless power game behind video games. Read about the frantic negotiations for the rights to Tetris, involving, among others, Mikhail Gorbachev and Robert Maxwell; about Operation Midnight Shipping, the secretive launch of the Super Famicom (Super NES) in Japan, when over 300,000 were delivered around the country in one night; and about the campaign behind Super Mario Bros. that helped it gross over half a billion dollars. The Nintendo story is like some epic TV mini-series and this book's as engrossing as anything the small screen has to offer.

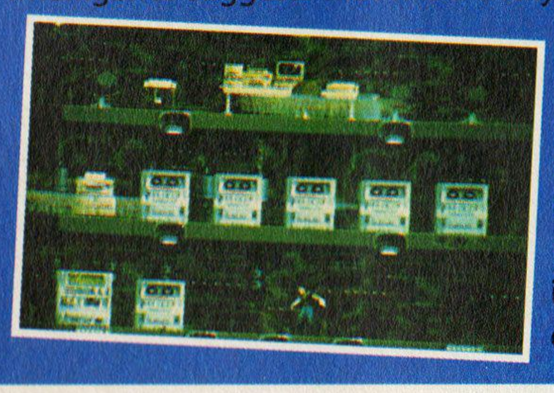
ENDO NEWS

Nintendo, brought to you by the magazine with its finger – TOTAL Nintendo News is the genuine article.

Mission Impossible

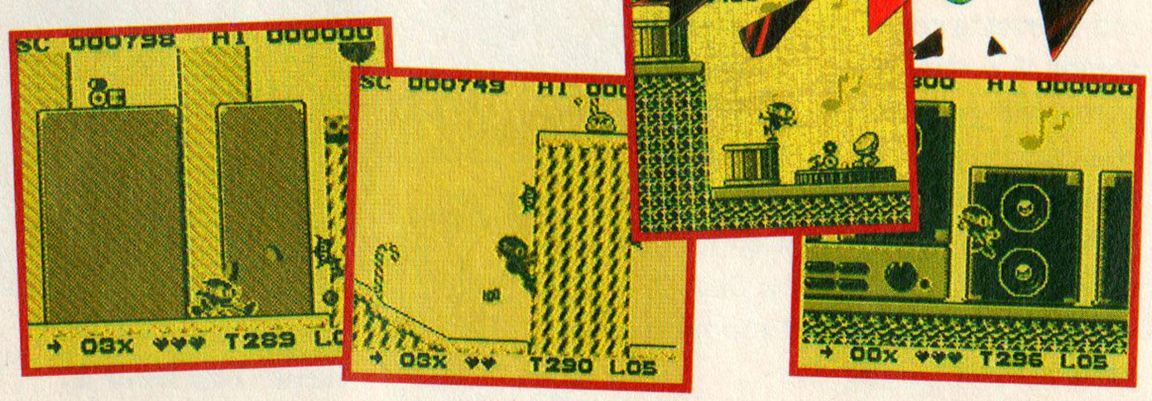
Your mission, should you choose to accept it, is to play an updated version of an old Commodore 64 hit called Impossible Mission. Intelligence suggests that it is a tricky platform game combining devilish level designs with brain-teasing puzzles. Further reports indicate that the Super Nintendo version of the game will be released by Microprose towards the end of the year and will include the complete Commodore 64 original. This news story will self-destruct in five seconds...





Zool

Is it an ant? Is it an alien? Is it the Amiga's best effort at a Mario or Sonic platform game? Well, one thing's for certain: Zool will be arriving shortly on the Game Boy. It's a straightforward platform romp in the 'peg it from left to right as fast you can' manner we all know and love. Zool won't be as much of a novelty as he was on the Amiga, as there are lots of similar Nintendo games, so he'll live or die on the strength of his gameplay. Review next issue.



Game Boys on the CHEAP

The good old Game Boy is dropping in price. Since the beginning of the summer the standard Game Boy pack with Tetris has been available for £50, and now there's another price cut in the offing. The Game Boy Solus set will cost only £40 but, alas, you don't get Tetris with it. Still, if you ask us, £40 is an absolute barg that shouldn't be missed. Unless, of course, you already have a Game Boy, in which case you could spend your £40 on a couple of carts. Or a few CDs. Or Jim's clapped-out VW Polo.



Games for hire

At long last Nintendo carts are available for rent in video stores. From now on, the 800 Blockbuster and Ritz video stores nationwide will carry Super NES carts. But don't go looking for Super Mario All-Stars or Super Mario Kart – Nintendo won't allow their own games to be hired out. You will, however, be able to rent out games from other, third-party, software companies like Accolade (of Bubsy fame) and Electronic Arts (NHLPA Hockey, John Madden, Desert Strike).

The Legend Of Zelda on CD

Don't get your hopes up, this isn't a Super NES CD-ROM story, but Zelda really is on CD – the obscure Philips CDI machine. Link's quest is the same as always (rescue the Princess Zelda) but the game's nothing like the NES and Super NES versions. It's not much of an adventure, to be honest: Link just has to hack his way through a few basic platform levels. There's some lovely cartoon animation in the intro and some great speech, but the game is horribly basic, has a rubbish control system and is a real blot on the fine Zelda tradition. But don't worry, CDI Zelda wasn't developed by Nintendo, so you can rest assured that the next Zelda game, Link's Awakening on the Game Boy, will be mightily impressive.

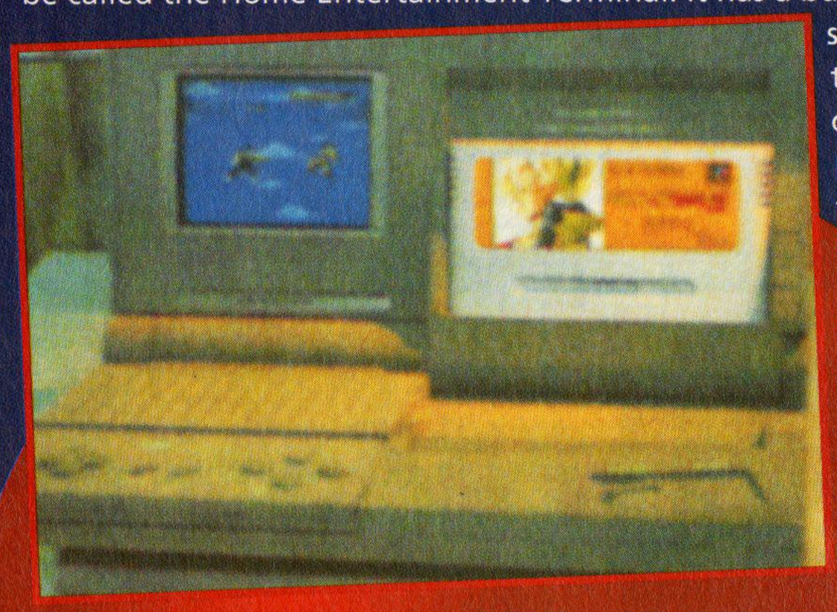
CATCH HIM IF YOU CAN

JAPAN NEWS

The video-game headlines from the birthplace of Nintendo.

A HAND-HELD SUPER NES?

Yep, believe it or not, there's a laptop Super NES on the way in Japan. Developed by Bandai, the portable Super Famicom (the Jap Super NES) will be called the Home Entertainment Terminal. It has a built-in 4" colour LCD screen with a TV tuner and can be connected to printers, modems, faxes and a CD-ROM drive. Sounds like a dream come true, but as yet there are no firm details about how much it will cost or when it's likely to come out.



GRADUATE IN VIDEO GAMES

We do like to fill this column with some of the more 'unorthodox' things happening in Japan, but this really takes the biscuit. Software developers HAL have set up a games school in association with Nintendo that teaches the basics of game programming and development in a four-year course. There are also schools at Jap developers Enix, Human and Hudson Soft, but HAL's is the first to get the backing of Nintendo. But before you think of applying, remember that you need to speak Japanese to get in.

FURRY FOXES

Starwing has only been out over here for a few months but in Japan they can already buy the fluffy toy of the game. For just under ¥30,000 (about £160) you can buy the complete set of furry Starwing heroes: Fox McCLoud, Peppy, Slippy and Falco. But hang on, can't you get a Starwing Super NES pack for less than that? Hmmm, makes those fluffy toys not quite so desirable, doesn't it?



YOSHI'S BACK!

Mario's favourite dinosaur is returning to the Super NES in not one but two games. There's the simplistic puzzler Yoshi's Cookie, which should be out any day here, and there's also the bizarrely named Yoshi's Road Hunting. It's a Super Scope game, but, unlike the rest of them, it might not be complete crap. You play Mario in the game and have to ride Yoshi along an F-Zero-style road, blasting Koopas and Goombas as you go.

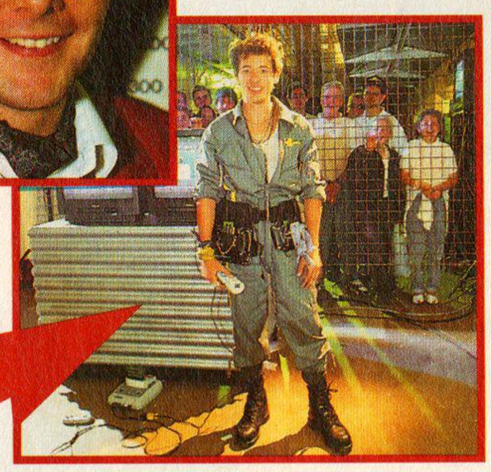
Pac is back!

The world's first video-games hero has returned! Pac Man was an enormously popular game when it first hit the arcades in 1981. It spawned more clones than Street Fighter II ever has, and Pac Man even had his own TV cartoon show. But the years weren't kind to Pac Man, and his basic maze game was overshadowed by new games. Well, Pac's making a comeback in two games on the Super NES. Pac Attack looks a bit like Tetris but is actually a version of the game Cosmo Gang: The Puzzle (TOTAL ish 19, 69%). The original Cosmo Gang graphics have been replaced by Pac Man, ghosts and power pills, but the gameplay is identical to Cosmo Gang's. The other game is Pac Man 2, a pretty, and pretty whacky, arcade adventure. The Pac Man 2 cart also contains the original Pac Man and Ms Pac Man games. And Ms Pac Man will also be out on a single cart for the Game Boy.

So long, Dom, hello, Dexter



DOM



DEX

The new series of GamesMaster is back on air soon but the nation's favourite Scottish games expert (apart from Frank, of course) won't be there. Dominik Diamond is off to pastures new – a late-night show on BBC2 – and leaping into his shoes is young thesp Dexter Fletcher, the star of Press Gang. If you only know him from Press Gang you won't know that Dexter isn't really American but is in fact a right cockney geezer. And look out for our Frank on GamesMaster too. He's just finished recording appearances for loads of shows in the new series.

Jaguar XJ220





The Jaguar XJ220 is the fastest production car in the world, apparently (although Andy Dyer's old Chevette could go some). Whether the game will go as fast is another thing, but from what we've seen it doesn't look bad. Mind you, it's got a fight on its hands in the shape of Top Gear 2, which can also be found zooming around these pages.



Can Jaguar XJ220 'have' Top Gear 2?



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Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.



Pop'n TwinBee

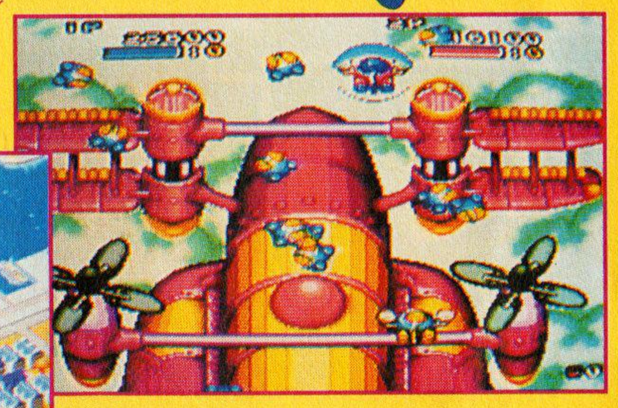
1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*





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US NEWS

Gee, hon, how's about a look at the US Nintendo news? Yes, sirree.

ADVANTAGE NINTENDO

Asciiware's new Super Advantage controller is head and shoulders above the other Super NES sticks available, with all the gubbins you expect from a state-of-the-art doohickey – turbos, auto-fires, slow-mo – and the same chunky design (and purple buttons) as the American Super Nintendo. But Nintendo have got their own joystick in the pipeline, the Score Master, which has pretty much the same specs as the Ascii stick but is styled like a UK Super NES. We haven't been able to try them out yet so we can't say which is best, but one thing's for sure – they've both got dreadfully naff names.



... AND CARTOONS



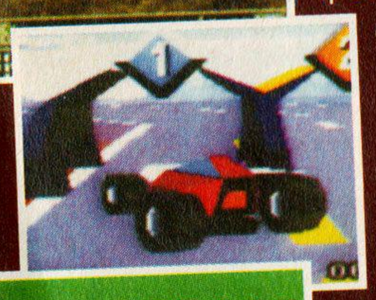
At the moment, every video-game character is trying to be like a cartoon star, so it's only natural that cartoon heroes want to make it big in video games. It's going to be platforms all the way, mind you, as cartoon characters in games do seem to have a penchant for them. Daffy Duck, The Flintstones and The Incredible Hulk will all be strutting their side-on scrolling stuff on the Super NES later this year. One cartoon game that isn't going to be a platformer is Thomas The Tank Engine, an 'edutainment' puzzle in which you have to guide Thomas to his destination.

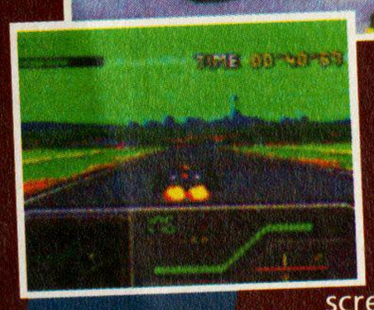


CARS...

55 miles an hour! That's as fast as you can go on the roads in the States. Wimps. Still, I s'pose that's why driving games are so popular. As well as Jaguar XJ220 and Top Gear 2, there's Redline: F1 Racer, Super Off Road: The Baja and FX Trax. The first two look like standard into-the-screen driving games – nothing to get excited about. But FX Trax will be something special. It's a 3D driving game, akin to the Sega arcade machine Virtua Racing, and it looks absolutely fantastic. It's a simultaneous two-player game with split-screen views for each player, and it uses the Super FX chip (the technical wizardry that made Starwing so fab). And it's got a choice of Grand Prix or off-road tracks too. This is one game we're really looking forward to.

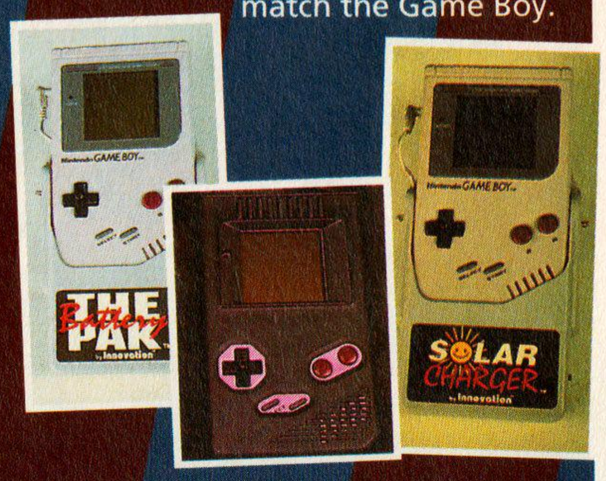






GAME BOY GUBBINS

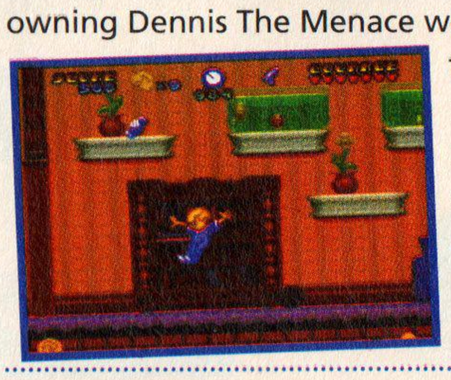
Loads of new Game Boy add-ons came tumbling through TOTAL's mailbox this month, all the way from the US of A. There's a rather sleek, black case called 'The Case', a chunky battery-pack called 'The Battery Pak', and a solar-powered, rechargeable battery pack called 'The Solar Charger'. Okay, so they won't be in the running for any Most Original Name awards but all three doobries seem to do their job. They all feel a bit plasticky, though, and have some awful-looking stickers on them, but they're lightweight and styled to match the Game Boy.



Dennis The Menace

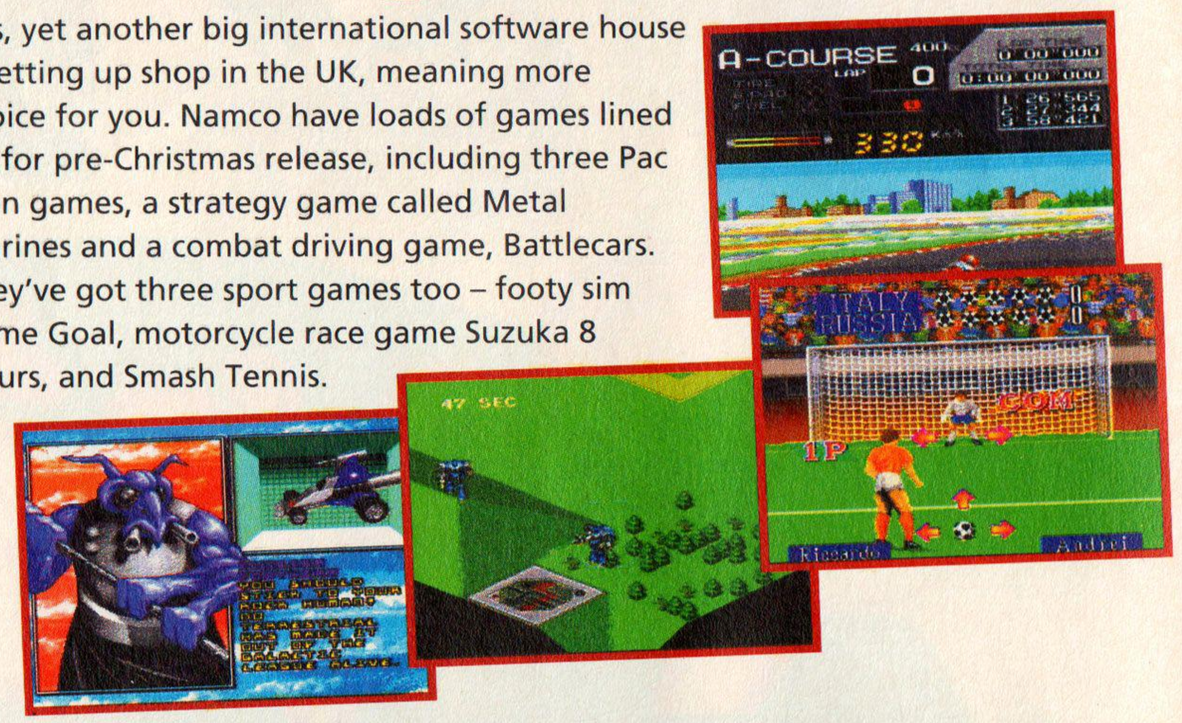


You may have seen this cartoon show on Channel 4 on a Sunday. Not exactly the Walter The Softie-bashing, Gnasher-owning Dennis The Menace we all know and love, is it? Well, the rather naff American cartoon series has been made into a movie starring Walter Matthau and an obnoxiously cute child actor, and it now looks like it's going to be made into a game (a platformer, surprise, surprise). Dennis will be out in the autumn.



Namco goes official

Yes, yet another big international software house is setting up shop in the UK, meaning more choice for you. Namco have loads of games lined up for pre-Christmas release, including three Pac Man games, a strategy game called Metal Marines and a combat driving game, Battlecars. They've got three sport games too – footy sim Prime Goal, motorcycle race game Suzuka 8 Hours, and Smash Tennis.



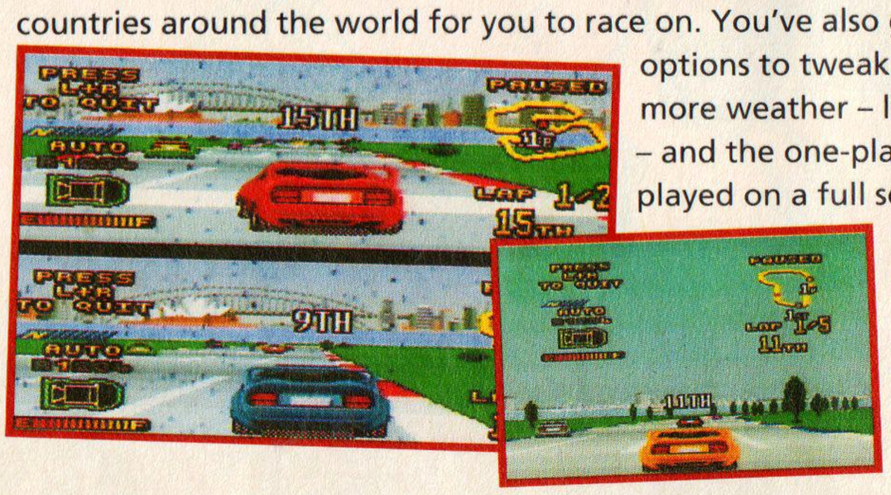
Mega Man X

He's huge, he's enormous, he's... he's... he's quite Mega, actually. Mario aside, Mega Man is probably the biggest NES star around. The sixth NES Mega Man game is about to be released in the USA and there are three Game Boy versions available, which makes the Super NES game the 10th in the series – hence Mega Man X. We've only had a brief glimpse of the game, but the format looks similar to all of the other Mega Man games – tortuously tough platform stages and some beautifully crisp graphics. Mega Man X will be out in time for Christmas in the States, and hopefully over here too.

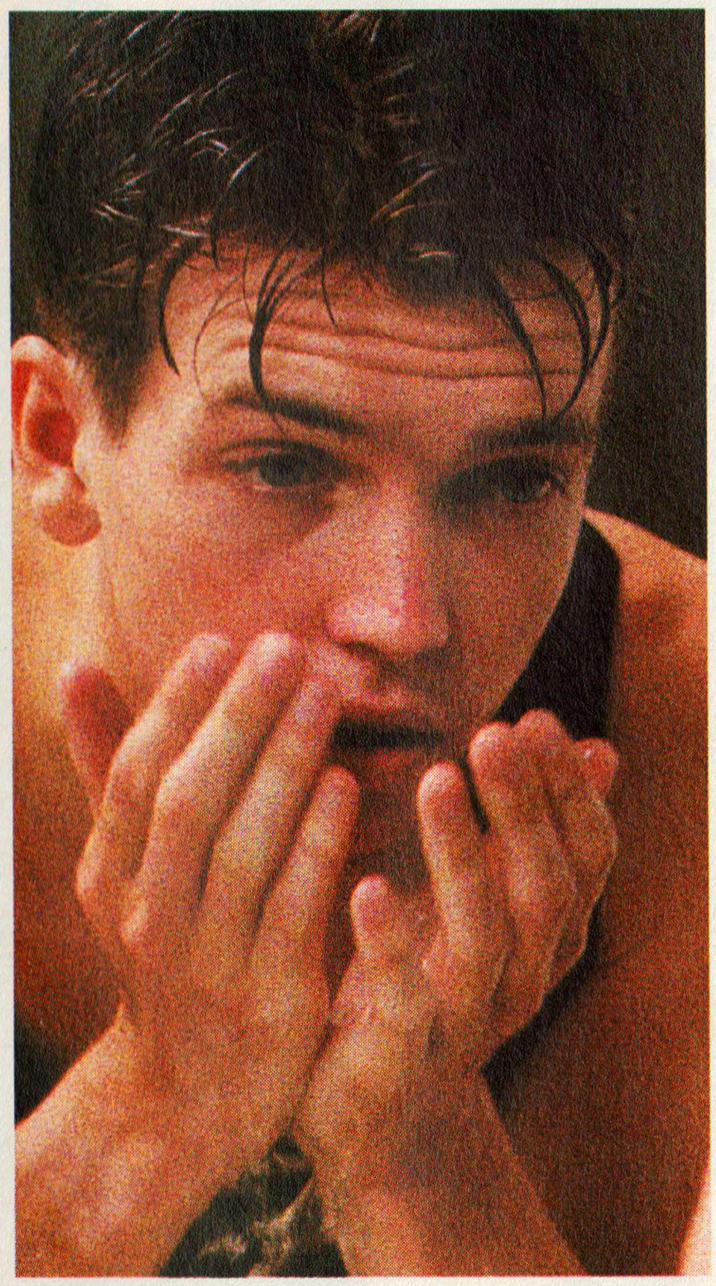


Top Gear

Top Gear, don't you just love it? There's that bloke with the '70s mop-top haircut and chunky sweaters, the weasly one who looks like Ray Reardon (and Andy Dyer, come to think of it) and, of course, tons of sexy cars. Sadly, Top Gear 2 has nothing to do with the TV show but it does look like it'll be a fab driving game. The formula's the same as the original game – a split-screen two-player racer – but there are now 64 city tracks in 16 different countries around the world for you to race on. You've also got more options to tweak on your car, more weather – like rain and fog – and the one-player game is played on a full screen, unlike the original Top Gear. Could be the best driving game this year.



YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them.

It's been a while since I've had one.

Nowadays I use Oxy* Clean Facial Wash.



Twice a day, morning and night – no more soap and water for me.

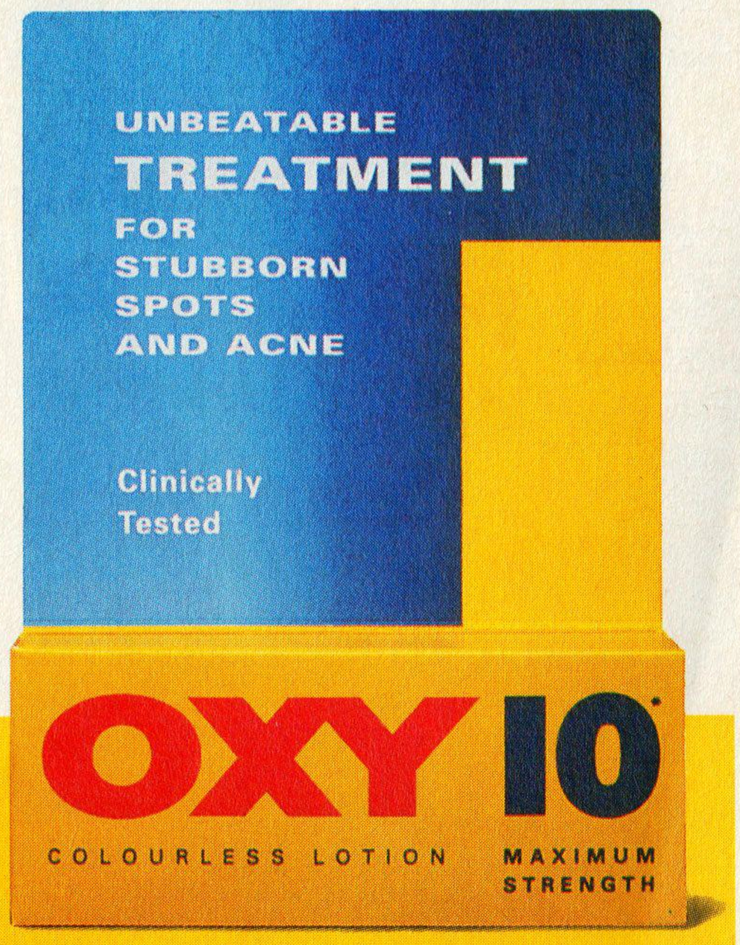
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.



Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

PREVIEWS

Want to know what games are coming out for your Nintendo? Want to know what they're about? Want to know when they'll be released? Want to know why Frank's so fat? Want to know why Jim's so dim? Some of your questions will be answered here.

Jurassic Park

For Super NES **From** Ocean **When** October



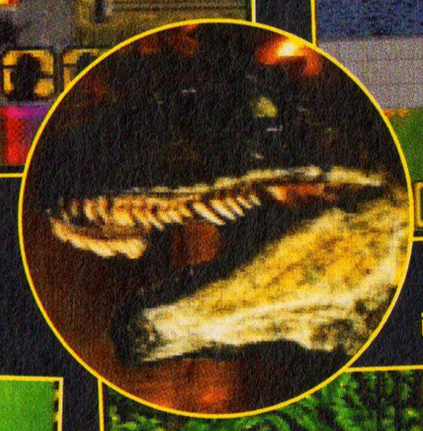
'Welcome to Jurassic Park,' as Dickie Attenborough says in the film. No Dickie in the game, though.



Operate the bridge with your electric prod.



Go 'raptor hunting in the bunkers.



Dino fever has already come and gone, but there's no doubt that Jurassic Park is going to be one of the biggest games this autumn. Most 'games of the film' are pretty disappointing, but Jurassic Park looks really impressive. You play Grant (the dull Indiana Jones lookalike in the film) and have to roam around the park, saving the two bratty kids, breaking into sealed areas and fighting dinosaurs. The plot of the game roughly follows that of the film, and includes, for the first time in a Super NES game, a texture-mapped 3D first-person perspective view – for the bits inside the buildings. The graphics and sound are well up to scratch and there's oodles of gameplay too. We'll have a full review of Jurassic Park next month, along with reviews of the NES and GB versions (both of which look pretty fab as well).



Dr Grant turns up at a 'raptor picnic without an invite – a faux pas that he'll soon regret.



The game area in Jurassic Park is vast and you can wander about it freely.



Close encounters of the T-Rex kind. I bet humans are a pain to get out of their teeth.



Remember, electric fences and palæontologists don't mix.

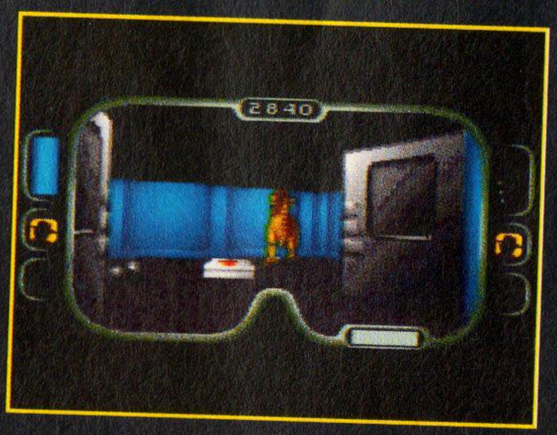


Inside a bunker. There's a 'raptor hunting...





... And it's hunting you, Run away, run away!

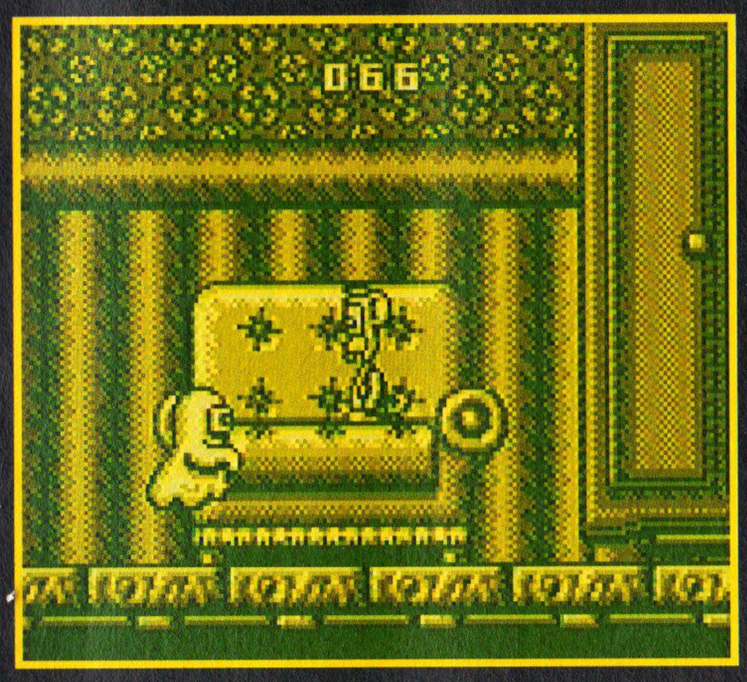


This raptor's waiting by a first aid kit. Cunning little critter.

THE FIDGETTS

For Game Boy **From Elite** **When November**

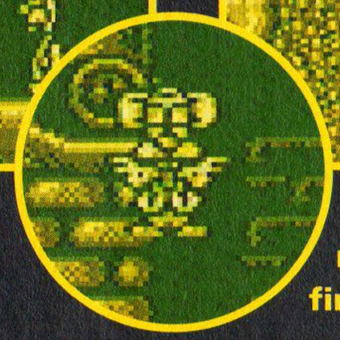
The Fidgetts are a family of mice who have decided to move to America. Unfortunately, the two youngest mice, Frankie and Freddie, have got lost and have to make their own way to the boat. Coincidentally, one of the mice is fat. And called Frank. Cosmic.

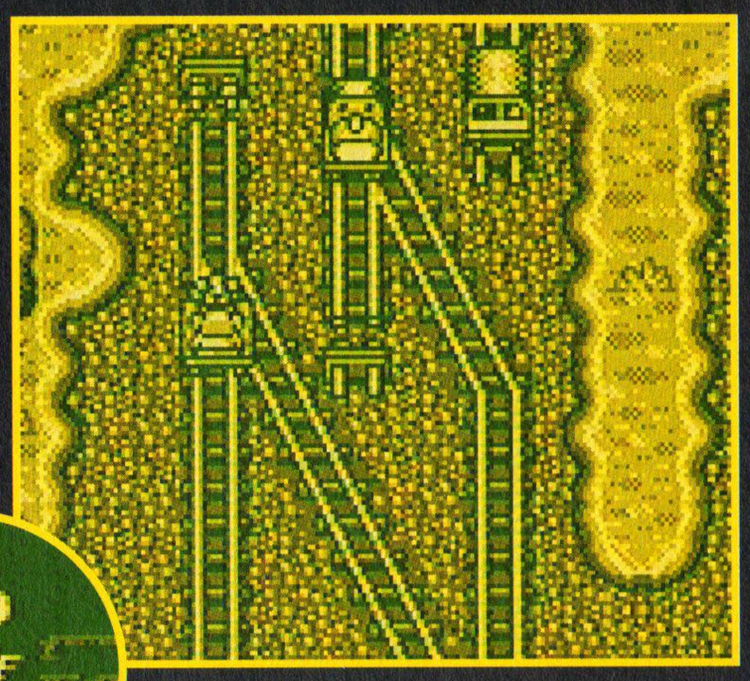


You control both Frankie and Freddie and switch between them to exploit their strengths and solve the game's puzzles.



At the end of a level The Fidgetts face a variety of giant-sized nasties, like this snarling dog.





It's not just platforms. In the runaway train section you have to find a safe route through the tracks.

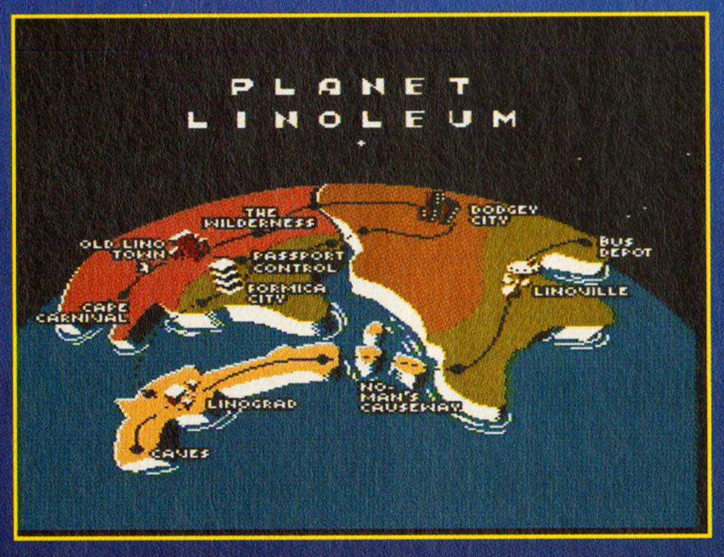
COSMIC SPACEHEAD

For NES **From Codemasters** **When November**

Linus Spacehead first appeared on Super Adventure Quests and was by no means brilliant. One name change later, Cosmic Spacehead turns up in a new game.



Cosmic Spacehead is a mixture of simple puzzle-based adventure bits and tough scrolling platform arcade sections.

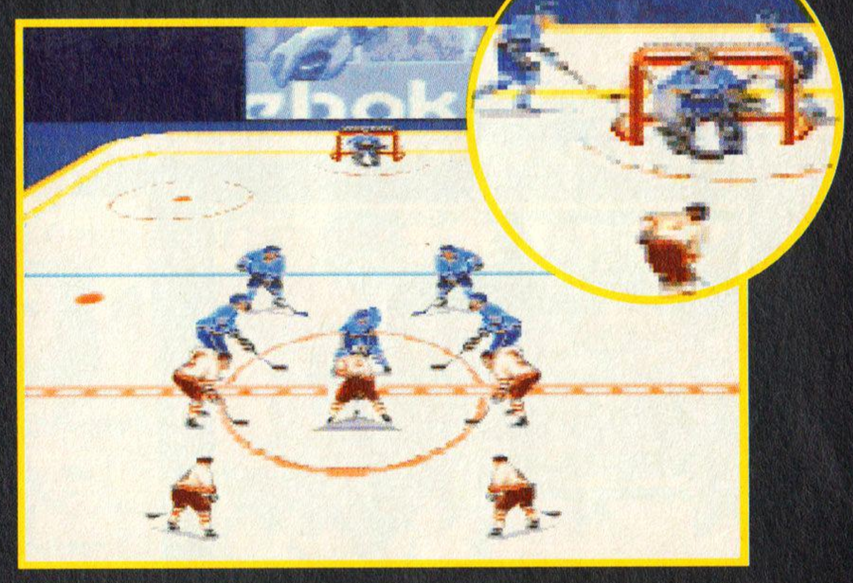


There are tons of locations to explore on each of the planets Cosmic has to get across to finish the game.

BRETT HULL ICE HOCKEY

For Super NES From Accolade

When December



This Mode 7 hockey game has a very clever pitch, looks good and plays quite well, as far as we can judge at this stage.

ROBOCOP VS TERMINATOR

For Super NES **From Interplay** **When November**

Two of the chunkiest film heroes around came together in a Dark Horse comic book called – wait for it – Robocop Vs Terminator. Robocop's the good guy in the comics and it's him that you play in this platform blasting game. It's coming on Game Boy soon, too.



The levels in Robo Vs Term take you through slums, factories and building sites.



Robocop can collect weapon upgrades, like this meaty shotgun.



After a couple of levels, Robo faces his first skinless Terminator. Ugh!

Sunset Riders

For Super NES **From Konami** **When October**

This Wild West game chucks every cowboy cliché in the book at you: wagon trains, renegade Indians, quick-draw shootouts, cattle stampedes and more. The gameplay's a bit of a cliché as well. You could say that it's just Probotector in the west, cos the platform blasting action is just the same (and both games are from Konami). You've got a choice of four cowboys, armed with either pistols or a shotgun, and two people can play at once, chasing the rewards offered for the outlaws who crop up at the end of each level. The graphics are very colourful and cartoony (if a little old-fashioned) and Sunset Riders is a great laugh with two players. We'll have a full review of the game next month.



At the end of each level there's a bunch of tough hombres to beat. Here, you've got to save a dancing-girl who's been trussed up.



Hang on, that horse is pink! And that one's red!



Logs drop from the covered wagons.



Isn't that waterfall nice? Useless, but nice.



Take out the outlaws before they shoot.



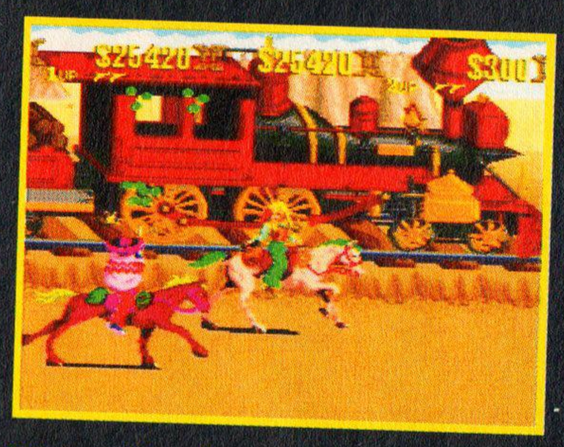
Swing across the rope to cross the canyon and get an extra life.



Nip inside the buildings and you'll collect better weapons.



To dodge the stampede, jump up on top of the bulls' backs.



On one level you ride along a railroad and follow the train.



Climb up onto the balcony before Dark Horse charges you.



The villain, Paco Loco, looks like a giant pink baby. With a gun.

WORLD HEROES

For Super NES **From Sunsoft** **When October**



Take eight fighters from around the world, give them a few special moves and you've got Stree... er, World Heroes.



World Heroes has 'Fatal Matches' set in arenas edged with spikes or flames. Touch 'em and you take an extra hit.

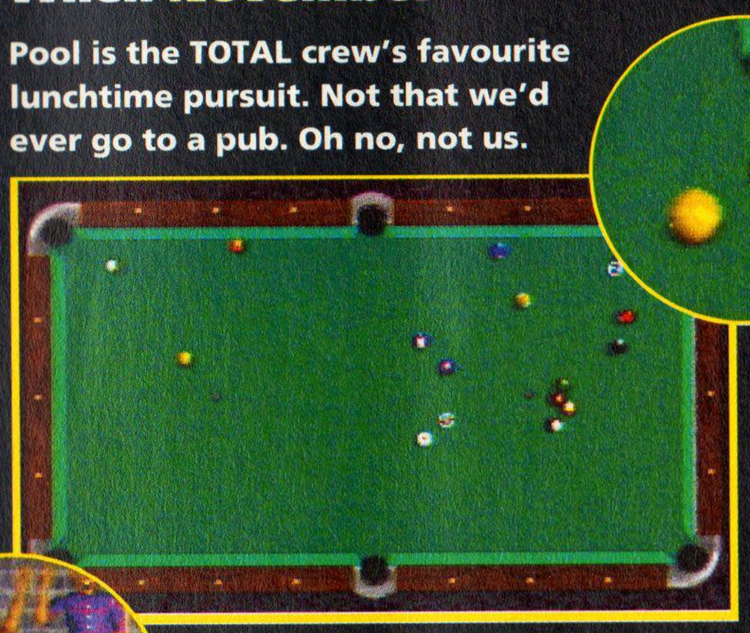


In one of the bonus games you have to pummel a block of stone to carve out a sculpture of a muscle-bound bloke. Coo!

POOL

For SNES From Mindscape
When November

Pool is the TOTAL crew's favourite lunchtime pursuit. Not that we'd ever go to a pub. Oh no, not us.

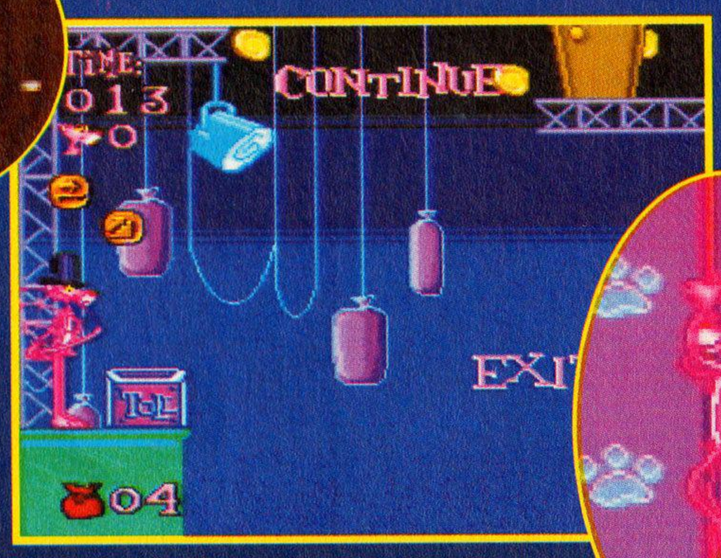


This game lets you play loads of different styles of pool, including straight pool, nine-ball, team pool, three-ball and loads more. It's fab!

PINK PANTHER

For Super NES From Tecmagic When October

And, as they say, here he is, the Pink Panther, the rinky-dink panther, have you ever seen a panther ev-er-so pink? (Wasn't that music dreadful?)





For some reason the Pink Panther is wearing a top hat here. Why? He's not wearing anything else.



And here Pink's inspecting a giant chicken. Dunno why. Maybe he's in a 'fowl' mood. (Sorry.)

MAGIC BOY

For Super NES From JVC
When Soon

There's a seemingly endless supply of cute platformers and Magic Boy is yet another, featuring the usual chubby-cheeked hero with appealing waddle and oversized eyes.







Magic Boy is equipped with a magic wand (what were you expecting, an Uzi?) and he uses it to stun the blobby baddies. Then he puts them in his sack. Then, inexplicably, he empties the sack.

As you might have guessed from the screenshots, it's derived from an Amiga game and... well, let's just say that the Amiga doesn't exactly have a great track record when it comes to platformers.

BATTLECARS

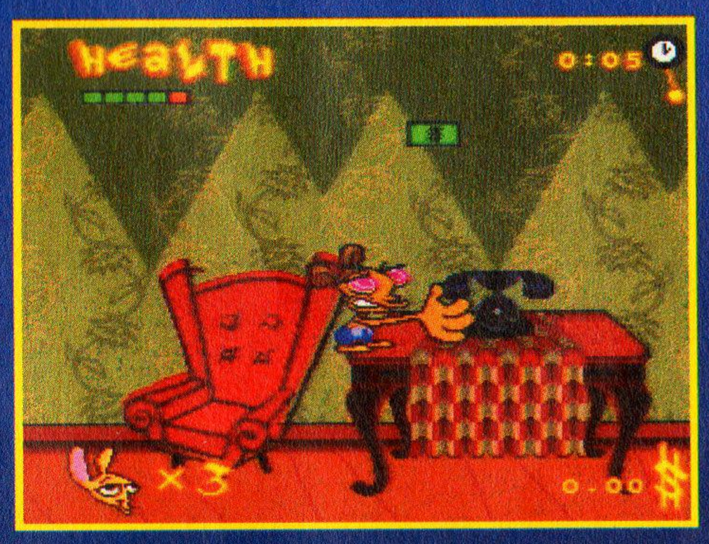
For Super NES From Accolade
When Autumn



Battlecars is a bit like F-Zero and Rock 'n' Roll Racing rolled into one. You drive around a Mode 7 track and blow merry hell out of your opponents. Looks nice and is at least a change from all the F1 race games.

VEEDIOTS (REN AND STIMPY)

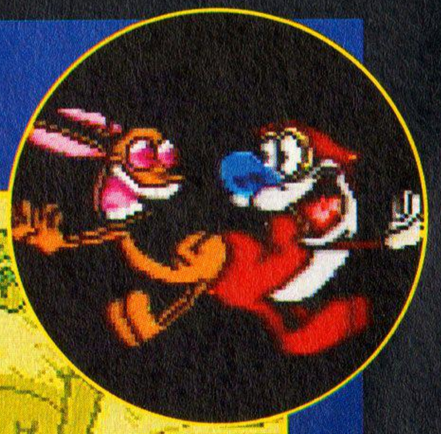
For SNES/Game Boy From T•HQ When November

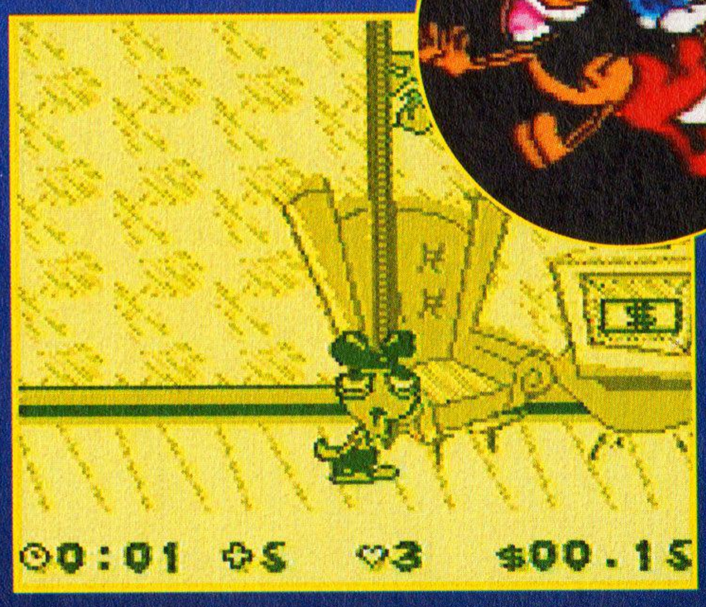


Ren And Stimpy was a hit TV cartoon show in the US, but the video game is a lot like T•HQ's Family Dog. Unfortunately.



Here, Stimpy is dropping down a tube inside someone's (or something's) body and dodging nasty microbes. We think.





The Game Boy version of Ren And Stimpy has exactly the same gameplay and the levels are practically identical.

THERE'S NOTHING VIRTUAL ABOUT



GET A LIFE. IF YOU AREN'T READY TO LEAVE SCHOOL, BUT ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO, SEND FOR THE INFORMATION PACK OR TELEPHONE 0345 300123.

THIS REALITY.



NAME (MR, MS) ..... DATE OF BIRTH .....

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..... POSTCODE ..... TELEPHONE .....

We are equal opportunities employers under the Race Relations Act and welcome enquiries from all ethnic groups.

SEE THE WORLD. DIFFERENTLY.

ROYAL NAVY

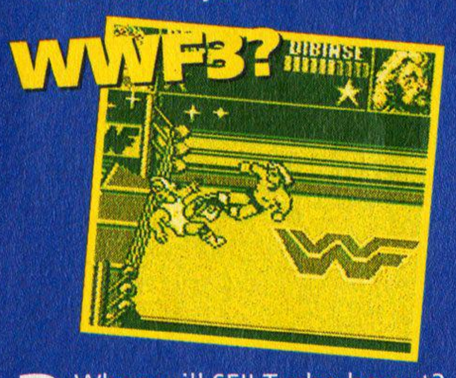
Send the coupon to Naval Careers Service, Department (SD78541), FREEPOST 4335, Bristol BS1 3YX. No stamp needed.

LETTERS

Frankie's Shorties
Short and sweet!

Dear TOTAL,
My brother and sister are upstairs, arguing, so I'm in my room writing to you. I have some questions.

1 Will there ever be a WWF3 for any Nintendo system?



2 When will SFII Turbo be out?

3 Will there be a Probotector 2 for Super NES?

Jamie Fallaize, Guernsey

Dear Jamie,
Tell your bruv and sis to stop arguing and we'll gladly answer your questions.

1 **It'll probably be released on NES or Game Boy first.**

2 **November.**

3 **Possibly, but not for a while.**
FRANK

Dear TOTAL,
Is it possible to buy Mario: The Lost Levels for my NES? Or can I buy a Japanese NES to play it on?

Kevin Cheadle, Manchester



Right, what do we do here, then? Tell you what, why don't we let Frank (he's a bit fat, you know) have a go at answering your letters? Yeah.

On the deck

Dear TOTAL,
Please answer these questions for me because they won't take long to answer.

1 I own a Nintendo NES and a Super Famicom and I was wondering about the Hornby Superdeck. You said that you couldn't use it with the Zapper gun because of the joypad ports. What about the Super Scope? It's basically the Super Nintendo version of the Zapper, so would you be able to use that on Zapper games like Duck Hunt and Gumshoe?

Prize Letter
WRITE ON!
This dudes won some fab STUFF!



The Super Scope: a bit nob, whatever system you use it on.

2 Earlier this year I went to Hong Kong to visit a relative and while I was there I bought a couple of games for my Super Famicom, one called Dragon Ball Z, kind of like Street Fighter II but based on a Japanese cartoon (like Fist Of The North Star) and I thought the game was excellent. Will it get a UK release?

3 I also bought a few Game Boy games. The shop said that one of them was the Game Boy version of Street Fighter II. It was called Outburst, but it's not available in England. English mags say it's going to be called Raging Fighter. When will you be reviewing this?

4 I would also like to know why games are mega cheap in Hong Kong – from £15 to £40. Also,

WIN! WIN! WIN! WIN! WIN!



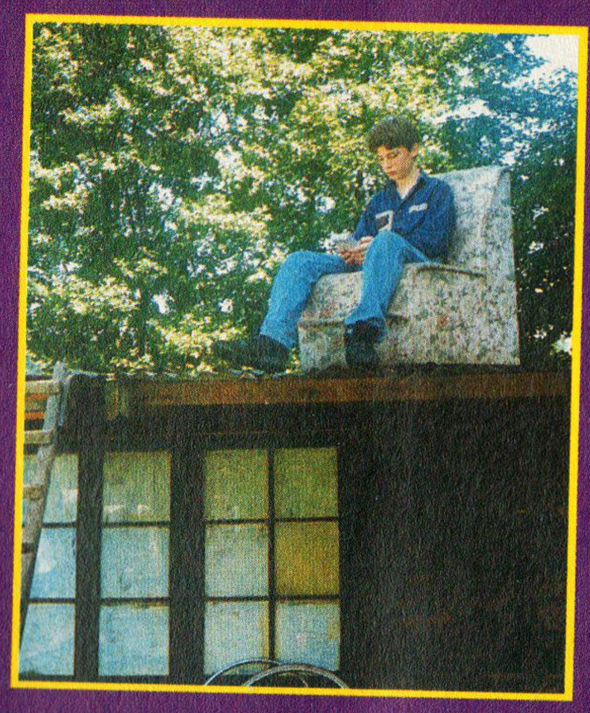
Write to TOTAL and win a fabbo-brill Konami game!

Every month the sender of our prize letter wins a smart Konami game on the format of their choice.

As Konami make the excellent Probotector, the equally wonderful Castlevania and a heap of other startlingly good games, it's definitely a prize worth winning. So get writing – and don't forget to say in your letter what format you want if you win (although we get to choose the game itself).

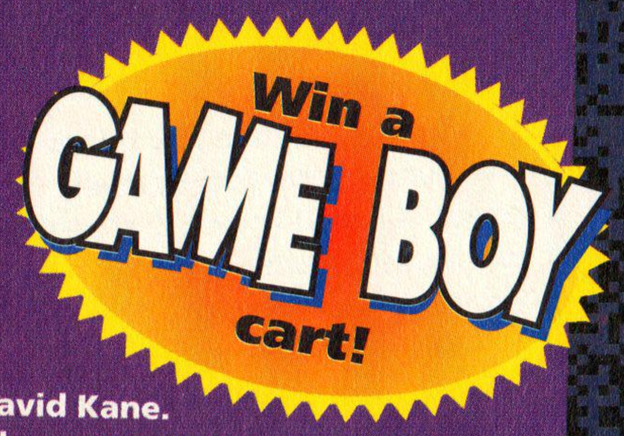
WIN! WIN! WIN! WIN! WIN!

Weird Places I've Played My Game Boy



(Number 19)

NAME David Kane
AGE 14
FROM Kilmersdon, Bath
FAVE GAMES Er, dunno



He's not one for roughing it, is David Kane. Not for him 10-mile treks through open country, followed by a night of intense discomfort under canvas. No, even when he ventures out into his own back garden David has to have his home comforts with him. His Game Boy. His favourite easy chair. Copious supplies of beer and fags. Er, perhaps.

Oi! We know you weirdos are out there! Send all those pix of Game Boy-playing antics to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW. We'll print any really *unusual* ones and send you a spanking new game for your hand-held.

A fight to the death?

Dear TOTAL,
First of all, I think that your magazine is brilliant and I will never change magazines again.

1 Are the death moves included on the Super NES version of Mortal Kombat?

2 Are there any more art packages coming out on the Super NES? (I have seen Mario Paint and it's, er, crap.)

3 When is Fatal Fury 2 for the Super NES coming out and when is it going to be reviewed?

4 Apart from Mortal Kombat, Street Fighter II Turbo and Royal Rumble, are there any beat 'em ups you would advise me to get for the Super NES?

5 Body Blows is made by Nintendo, so how come it's not on any Nintendo console?

James Bainbrigge, Derby

Dear James,
Here are the answers you require.

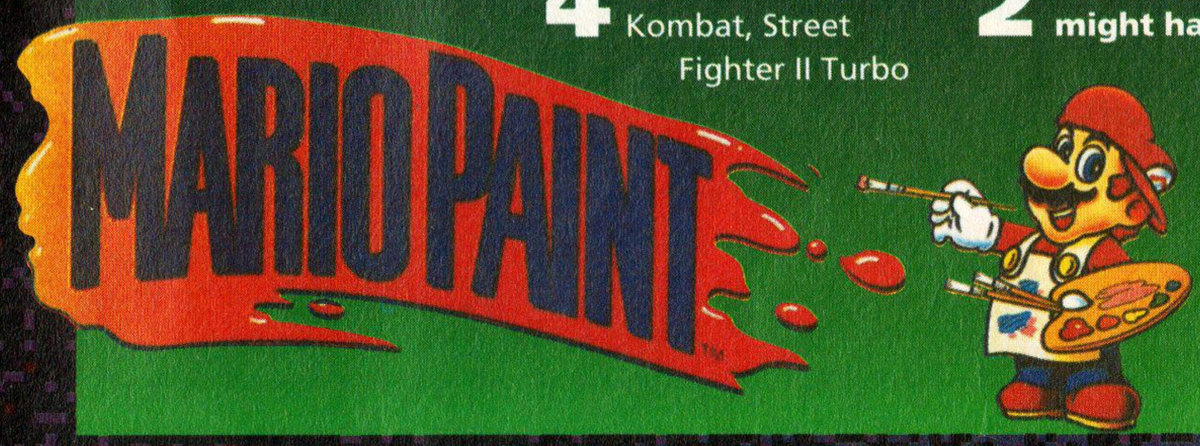
1 **Yes, albeit in a toned-down form.**

2 **Not at present, but you never know what might happen.**

3 **Takara are beavering away on a conversion right now. Expect it early next year.**

4 **Ranma 2.**

5 **No, it's not made by Nintendo. It's made by Team 17 for the Amiga. FRANK**



people who reckon that Hong Kong and Japan get games before us should think again, because they didn't even have Addams Family and the Super Scope has only just been released. Why?
Pui Hung Ma, Sunderland

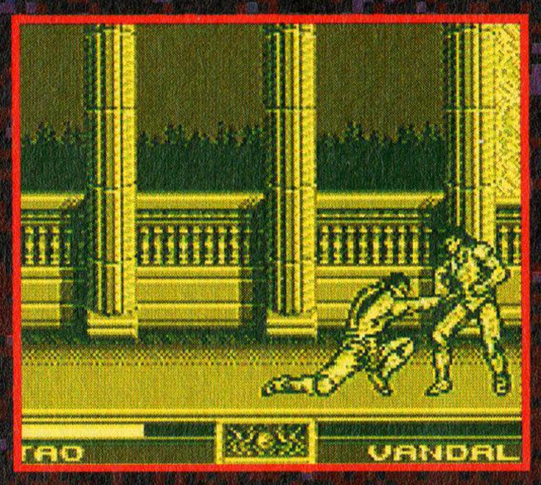
Hey, glad you asked, Pui. Check out these in-depth and well-researched answers.

1 **Intrigued, we phoned up Hornby (the company which is developing the Superdeck) and they didn't know. You'll be pleased to know that they have now added this enquiry to their list of test procedures, so you never know, your letter may have shaped the final specifications of the Superdeck!**

2 **Dragon Ball Z was reviewed in our Super NES round-up last issue. We didn't like it all that much, but Bandai may well release it next year. In fact, it looks almost certain.**

3 **Raging Fighter was also reviewed last issue, and so far it's the best SFII-type beat 'em up we've seen on the 'Boy. There is, however, a distinct possibility that Capcom may develop a GB version of SFII. We'll just have to wait and see.**

4 **Because most Super NES games are actually manufactured in Japan, there are virtually no shipping costs and taxes are low. This brings the cost of games way down. Also, Japanese and Chinese players buy their games in the same way that we go to the cinema. There are huge queues on the first day, but after a week or two the interest dies down. The games start off expensive (around £30 or £40) but are discounted as time goes on. Eventually old Japanese games (like SFII) are sold**



Raging Fighter: best GB beat 'em up, but still not brilliant.

Dear Kevin,
Lost Levels only ever appeared on disk for the Famicom (Japanese NES) disk drive. This was discontinued in Japan after poor sales and high piracy. They are virtually impossible to obtain in this country, but a couple of shops in Tottenham Court Road had a machine called the Sharp Twin Famicom a couple of years back, which was basically a Japanese NES with a built-in disc drive. Sorry, it looks like you'll have to get a Super NES to play this ace game (via Mario All-Stars). FRANK

Dear TOTAL,
I am going to Hong Kong later this year. Can I buy stuff for my Super Nintendo there and will it work okay when I get back? Also, will the stuff be any cheaper over there?
Chris Campbell, Oxford
Dear Chris,
Yes, games and hardware are cheaper in Hong Kong (usually about half the UK price), but you'll need an adaptor to make them work on your Super NES. Increasingly these days, software companies are managing to bypass these adaptors, so be careful what you actually buy. FRANK

Dear TOTAL,
I want to be a video games journalist just like you, but I don't really know how to go about it. Can you give me some advice on how to get started, or better still, a job?
Craig Fowler, Newcastle
Dear Craig,
You have to be good at English and a good gamesplayer. And that's about all there is to it. With good writing skills and ace games knowledge, you'd have a chance of landing a job as a staff writer, but you'd also need a fair amount of luck. To increase your chances, you should really think about getting some 'A' Levels and heading off to university for a degree in English (or something). FRANK

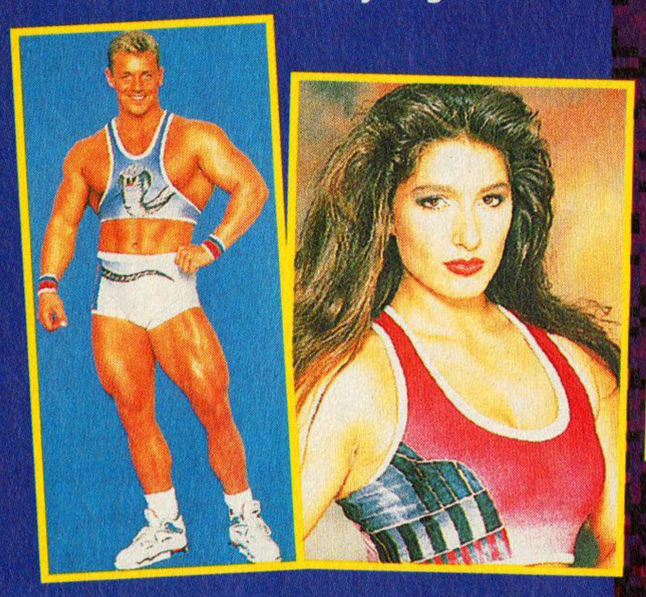
Dear TOTAL,
A mate at school tells me that Gradius is the sequel to an ancient game called Scramble. I've never heard of this game and I reckon he made the whole thing up. He's really big-headed and I hope you can take him down a peg or two.
Simon Perkins, Surrey



Gradius. Or is it Scramble?

Er, he could be right in a roundabout sort of way. Konami did produce an arcade game called Scramble and it does bear a resemblance to Gradius, although it's a lot more primitive-looking. You never know, it may be a sort of sequel, so I'm afraid your big-headed pal is half-right. FRANK

Dear TOTAL,
When will Gladiators be coming out in Britain on the Super Nintendo? Do you think the game will be as good as the TV series?
Frederick Knight, Cambridge
We reckon it's exactly as good as



Phwoar, what a hunk! (And the bloke's not bad, either.)

the TV series, which is to say it's complete cack. It may never see the light of day in this country and that would be too soon. FRANK

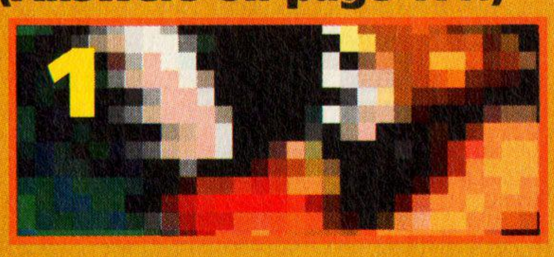
Dear TOTAL,
Which is the best tennis game available for the Super NES? And the Game Boy as well. I have both but I don't mind which system it's on, just as long as it's the best tennis game.
Alison Filer, Somerset
Dear Alison

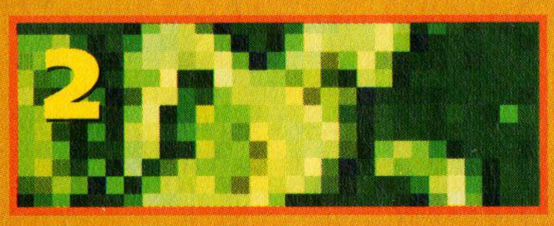


Super Tennis on the Super NES is exactly as good as it needs to be. It's totally fab – buy it now! FRANK

TOTAL Teaser

What are these games? (Answers on page 114.)





Pirates on parade

Dear TOTAL,
I am writing about a few things that concern me, but especially piracy. It is well known that piracy will cause the price of games to rise. I want to know how come the price of Amiga games hasn't increased, because most people I know pirate games using the Workbench utility.

I am also concerned about the price of Super NES games. Everybody knows that games are overpriced, but what I want to know is how much CD-ROM games will cost when they finally arrive.

One last word to everyone. Please don't even think about pirating games, as someone else has to buy them. If you do pirate games, then sooner or later they'll be too expensive for you or anyone else to afford and every console owner will then hate you!
Nick Gorman, Dumfries

Tell it like it is, Nick! Although piracy is virtually impossible on newer carts, it still causes problems. Software companies at present lose less than 1% of sales to pirated console games, but there's still no excuse for doing it. We are at a turning point as far as game pricing is concerned, and it looks like Nintendo may start dropping prices at last. The last thing we want at this point is an upsurge in piracy. FRANK

off at bargain prices. But remember that although £40 is a lot of money here, to a Japanese kid it's about a week's pocket money. As to games being released over here first, if it's developed here or in the States, there's a higher chance of it being in Japan later. The Super Scope was developed by Nintendo Of America. FRANK

C'est NES, n'est pas?

Dear TOTAL,
Hi! I have been buying your magazine since issue 11 and I will be buying issue 4 from the back issues department. I was wondering if you could answer some questions for me.

1 I am going to France for a holiday. Will NES games from there work on my UK NES?
2 How much will Jurassic Park cost on the NES and when will it be released?
3 When will Alfred Chicken be released on the NES?
4 Will Mortal Kombat be released on the NES?
5 How many rounds does Duck Hunt have?
6 Should I buy Kick Off or Striker?
7 Do you know any Game Genie codes for NES Open Golf?
8 I have the cartridge version of Micro Machines on the NES, but why doesn't it work with the Game Genie?
9 I have been trying to convince my mum to buy me Hyper Soccer, but she won't. What should I do?
Alex Jans, Guernsey

Dear Alex,
You have asked far too many questions but we'll answer them anyway.

1 No, they will not work. France has a different TV system (called SECAM) which is incompatible with ours.
2 About 40 quid and before Christmas.
3 Before Christmas (with luck).
4 Nope.
5 A lot.
6 Buy Striker.
7 Nopearoony.
8 Slight hardware incompatibility seems to be the problem there.
9 Just as well. Hyper Soccer isn't too hot. FRANK

All change for SFII?

Dear TOTAL,
1 I have played Street Fighter Turbo in the arcades. On that version you can change character halfway through a game. Can you do this on the Super NES version?
2 Where can I get the Capcom joystick cheap?
3 Can you tell me how to get through bomb holes with no bombs in Zelda III?
4 Would you swap SFII for Super Star Wars if you had done it all?
The Unknown Soldier, Ely

Dear Unknown Bloke,
Please accept these answers, with our compliments.
1 The version you played was a dodgy pirate arcade machine. There are a lot of them around at the moment. You can't switch characters on the Super NES version of SFII during a game.
2 You can't.
3 You can't, I'm afraid.
4 I might. Then again, I might not. FRANK

Write to...

Send all your letters to:
TOTAL Letters,
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Look out for me on the NES soon!

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an sae.

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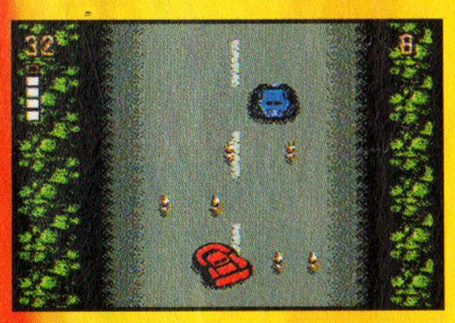
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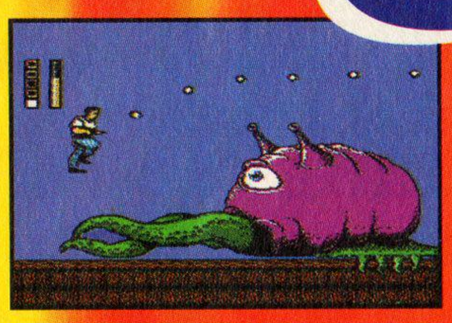
"Full of variety and addictiveness - a great game!"
N-Force magazine

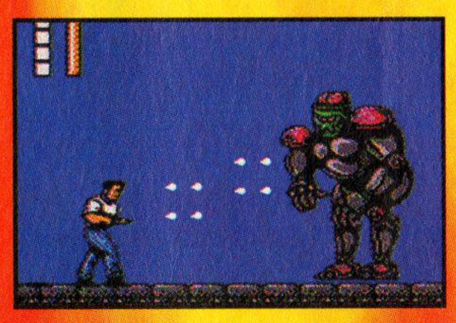
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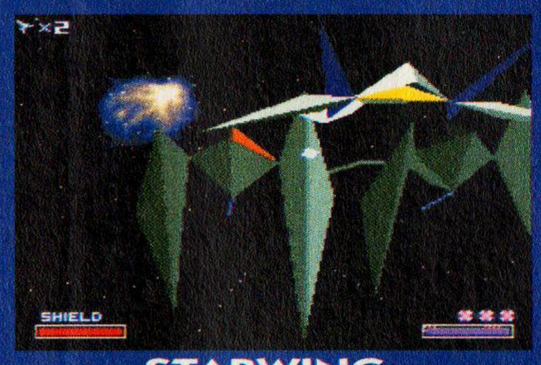
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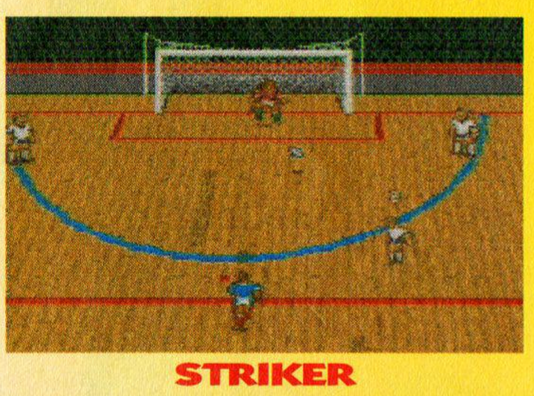
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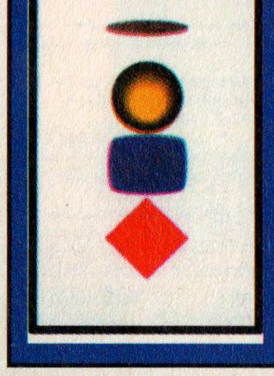
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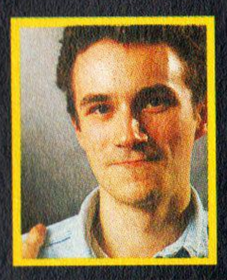
REVIEWS

Hooray! It's another thrill-packed review section. We've got loads of new software for you to look at, so come with us as we take you on a journey of delight.

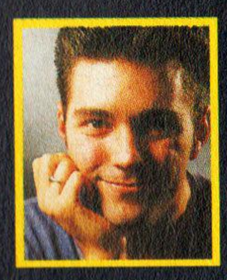
The TOTAL review crew



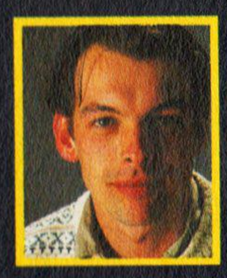
FRANK
Frank likes the music from Rock 'n' Roll Racing and the baby from Zombies.



CHRIS
Chris really digs Konami's Zombies. He also likes jazz, but no one's perfect.



JIMMY
James likes lard. He also likes Zombies. Can't say we blame him, really.



ANDY
Sex-god Andy thinks that the Mega CD is ace, but he's mad and he's off to edit Mega.

Jimbo says...

This is our brand-new second-opinion box. Actually, it's not brand-new at all. We had it in last month, but in case you missed it, here it is again. The point of it is to let other reviewers have their say. We don't agree on everything, you know. Most things, but not everything.



"It's utterly poo, or ace, or some-thing"

SUPER NES

Zombies 24
Kreepy kritters to give you the jitters from Konami.

Dracula 28
Okay, so this is creepy, but is it any good?

F1 Pole Position 30
Up against Mansell, can this one finish first?

Rock 'n' Roll Racing . 31
Yet more racing, but this time with attitude.

Rocky Rodent 32
Spiky hair and lots of platforms. It's punk-mongous.

Lagoon 33
Could this be the RPG to challenge Zelda?

Super Air Diver 34
3D blasting and flying. Shades of Afterburner?

Nigel Mansell 38
Brmm! Parp! And other car-type noises.

Claymates 40
Platforms and claymation. What more do you want?

Player Manager 42
Erm. It's a football management game.



Battletoads 43
Loads of violence and some lush graphics.

Super NES Round-up 44
All the stuff that didn't quite merit a full-sized review, but you may disagree...

American Football Round-up 48
Chris Buxton gets a first down (or some-thing) as he trawls through the best Yank footy sims.

GAME BOY

Speedy Gonzales... 60
Ariba, ariba, etc. South American antics with the Mexican mouse.

Ramparts 62
Build castles, kill the enemy, do a bit of Tetris.

Road Rash 65
Could this be a fab version of the Mega Drive game? Or a pile of poop?

Garfield 66
The orange cat that isn't funny any more.

Dracula 68
Yet more undead antics with big Drac.



NES

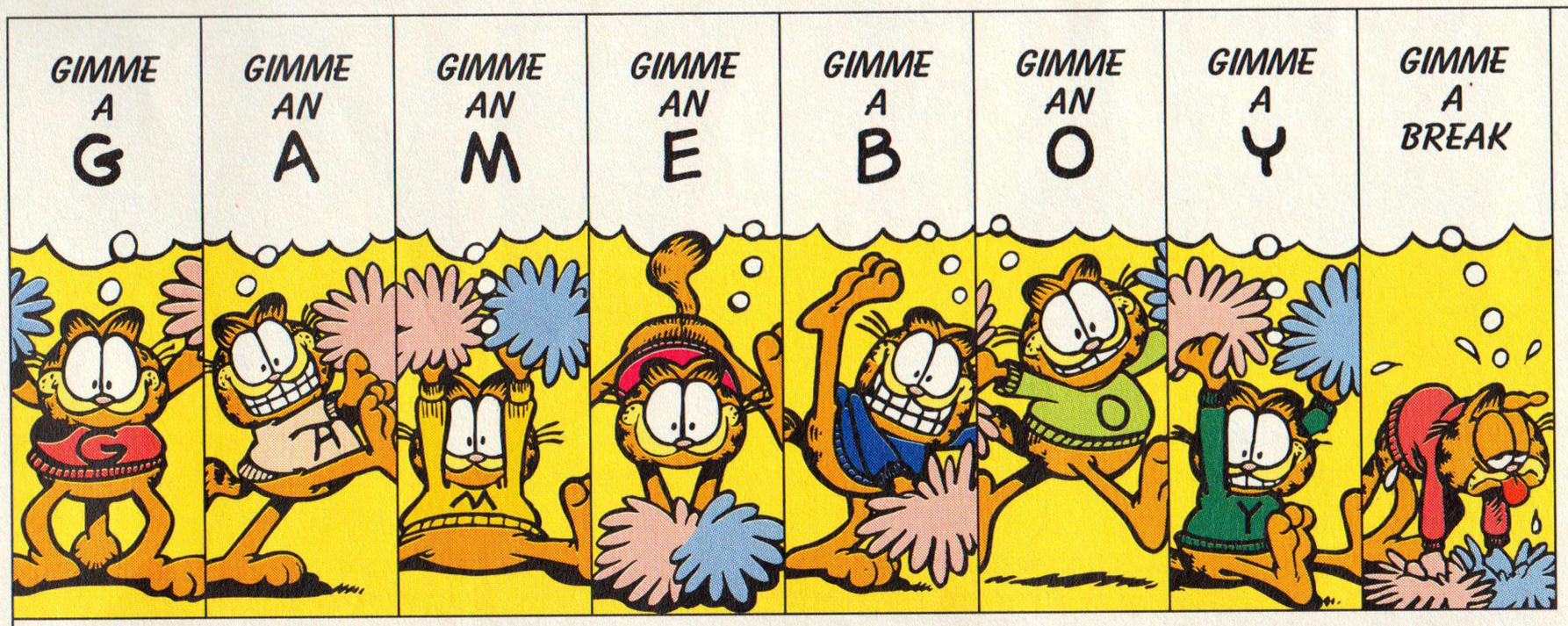
Firehawk 70
Played Metal Hawk in the arcades? This may stir a few memories.

Mega Man 4 72
Capcom deliver yet more excitement with old Meg-head.

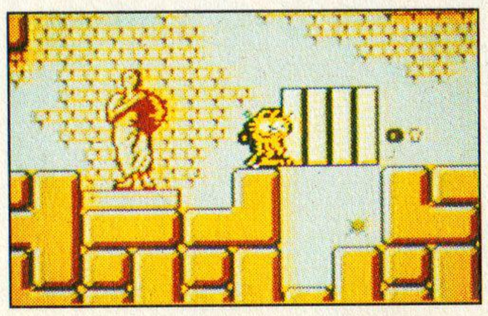
Mario Is Missing.... 74
Edutainment? What's that, then?

Dracula 78
Erm, another Dracula game.

NES Golden Oldies .. 80
Back when it was all fields...



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ZOMBIES



Tesco's is never like this. The supermarket's full of axe-wielding nippers trying to chop you in two. Everyone knows that's Sainsbury's.



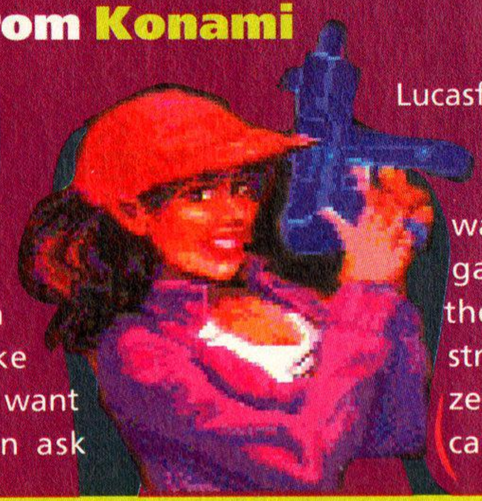
Hordes of zombies are after you. So what do you arm yourself with? A can of fizzy pop. Not exactly an over-achiever, are we?



For Super NES (1-2 players) **From Konami** **Price £45**

(Titter!) Er, Frank, go to the shops for us, will you? There aren't any zombies out there or anything. Honest. (Hee, hee!)

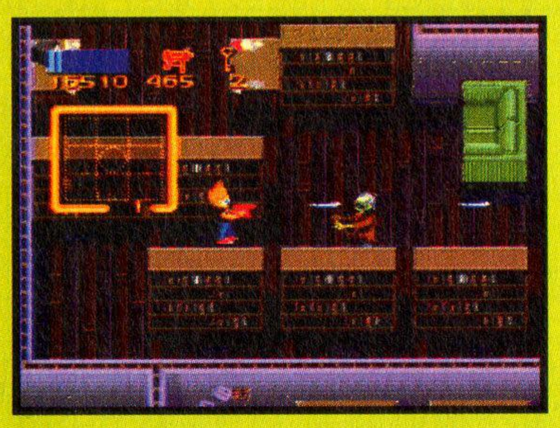
There are lots of ways to be successful in the video game business. You can come up with an original concept, like Tetris or Pac Man. You can improve on an existing idea, like R-Type or Virtua Racing. You can plump for technical innovation, like Starwing or Space Harrier. Or, if you want something really special, you can ask Lucasfilm to develop it for you.



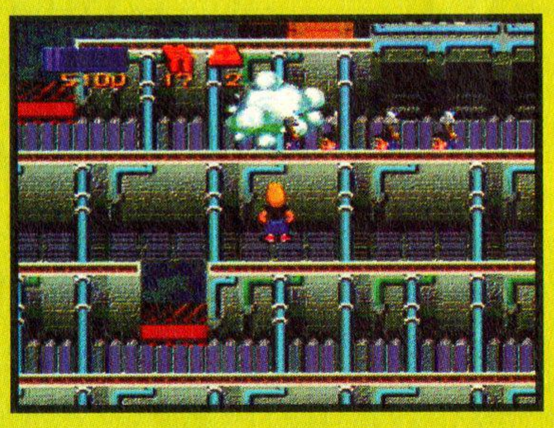
It's amazing to think that Lucasfilm's first Super NES game was also one of the best ever. That game was Super Star Wars. Since then the company has gone from strength to strength. Zombies is the zenith (so far) of their video gaming career. It's going to be huge.

Doing the monster mash...

There are absolutely loads of extra weapons and power-ups to collect in Zombies. These are the fabbest and most useful ones.



You get loads of shots with this, but it's not very powerful against bigger baddies. Range is good, though.



Reasonably powerful, but massively difficult to aim. You can lob them over walls and hedges, though.



Useful for mowing through poisoned flower beds and killing the standard zombies and ghouls.



Erm, you drop this thing and the monsters go for it rather than for you. A bit too weird for our liking.

Mad, bad and dangerous to know

Some of the baddies you'll meet in Zombies are truly horrifying. There are far too many to list, so here are the main culprits.



The scariest of the lot. This geezer can hack his way through hedges and trees to get you, is virtually indestructible and makes a scary noise.



These baby 'dolls' come alive and chase you round the malls with little hatchets. They too make a scary noise and turn into fire demons when killed.



With more bandages than Rab C Nesbitt (and less finesse), these lumber around the pyramids and castles with murder on their mummified minds.



Your standard zombie. Their sheer numbers makes them exceedingly scary. They chase you around and won't give up until they get you.



You see these green freaks on the ground, but the one who chases you in a laser-blasting flying saucer is the worst.



Fortunately, there's only one of these, but 50 feet of pooing, crying and murderous toddler is pretty bad.



Boing! Boing! Boing! Hey, this is great fun. What? You mean there's more to the game?



Even with rocket-launchers to blast through the crates, this maze is a real, er, maze.

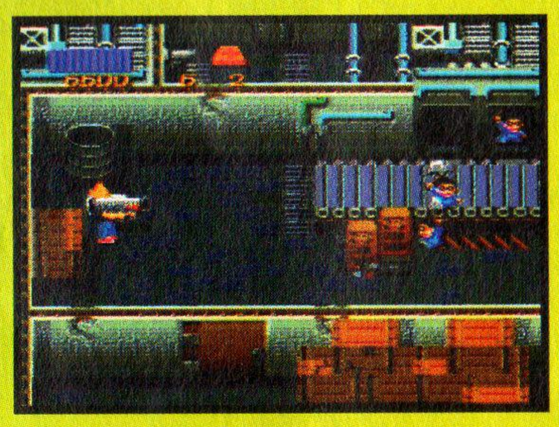
Zombies is a complete rip-off of several old arcade games: Berzerk, Robotron, Gauntlet and Alien Syndrome. It plucks ideas from these games like fruit from a tree, mixes them up, adds a few new ideas and then blesses the game with such a huge helping of wit and brilliance that you can't help but be impressed.

HEROES
Fab graphics, fantastic sound effects and classic shoot 'em up gameplay. Brilliant!

The game itself is very simple: You (and a friend) choose to be a boy or a girl and then set off into America suburbia to do battle with the legions of the undead. Why? Because the world has been invaded by monsters from crap horror movies. Most people have had the sense to hide or run away, but there are still loads of stupid gits waiting around to be eaten. It's these idiots that you have to rescue before you can move to the next level.

The landscape scrolls in eight directions as you rush around the place, hunting for foolhardy civilians. As you do this, you're constantly being attacked by all manner of hideous undead creatures. You start off armed with a water pistol, which is fine against your bottom-of-the-range zombie, but for bigger, more dangerous opponents, you'll need to beef up your armoury. Fortunately, there are

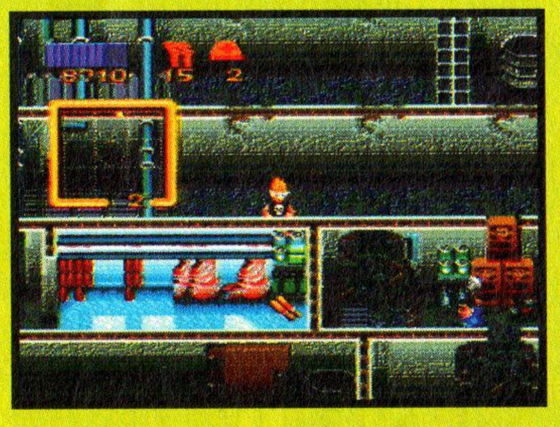
... It's a graveyard smash!



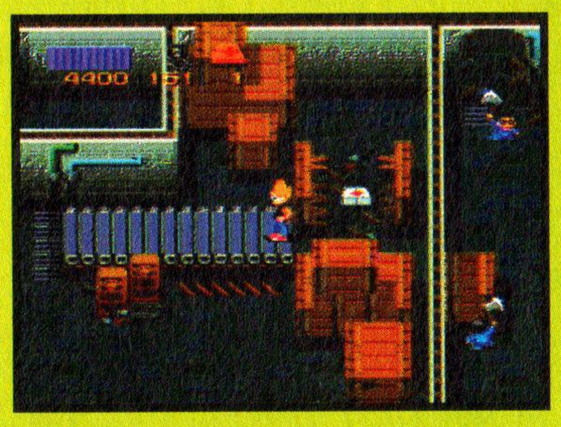
An extremely powerful weapon, but slightly tricky to aim. The recoil can be dangerous as well.



This one works a bit like a flame-thrower. You can use it most effectively against the fiery brands of baddies.



Yes, even common-or-garden frozen-snack treats can be used to good effect against marauding zombies.



Open one of these when you're running low on energy and you'll be right as rain in no time at all.

A passion for potions...

The world may well be full of hideous undead creatures, but one way to fight fire is with fire. Drink the correct potion and you too can become an incredibly strong and indestructible monster, or better still, a ghost who can pass through objects and walk on water.



Oh look, a lovely potion. I wonder what it does.



Glug, glug, glug, glug, glug, glug, glug. Glug.



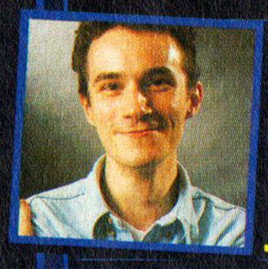
BURP!!



Oh dear! It appears I am now a horrid monster.

Chris says...

Yep, no problems with this one. Zombies is absolutely wonderful. It is a tried and tested format (as they say) but the game springs surprises on every level. The graphics on both the levels and the gruesome horror-flick nasties are stunning and very inventive. And with 55 levels I'll be playing it for ages.



"What a fab game. Big, beautiful and just great fun"



This sandpit is just a background feature. I don't know why I'm pointing at it, really.

Rescue granny before the daft old bag gets eaten by a fiend (or the Post Office opens).



Blissfully unaware that the world is being overrun by zombies, Fat Bloke has a drink in the pool.

Use this trampoline to bounce over the hedge, but don't stay on too long or you'll be sick.

You are about to be eaten by a zombie. Turn around and shoot it or you'll become one too!

plenty of weapons just lying about on the ground. You start off with 10 victims to rescue, but their number soon dwindles as they get polished off by the monsters. If all of them are killed, it's game over, man.

If you can't defeat the armies of darkness, you can join their ranks by quaffing a potion. This really turns the tables as you mutate into some kind of hideous goblin, indestructible and unstoppable. Sadly, though, these potions are few and far between and the effects last a very short time.

Killing zombies, keeping track of victims and looking for keys and weapons can be quite draining. There's a fair bit of strategy involved, but mostly it's loads of fast and frantic blasting. It's the weapons and the variety of baddies that make this game special.

There are very few truly amusing video games, but this is one. The laughing clown decoy doll and the lunatic zombies will have you reaching for some Band-Aids to mend your broken ribs. The graphics are amazing, with fab sprites, fantastic animation and some really clever touches. The sound is almost perfect, too, with smart samples and creepy tunes.



The first few levels seem very easy, but get to about level 9 and you'll start having real problems. There is a password system, but you may have to start from scratch to complete the game. There are 55 huge levels and they're all amazing. Zombies is the most original blaster for years and you'd be off your trolley to miss it.

Well done, Lucasfilm, well done, Konami and, er, ta, mum. **FRANK**

VILLAINS
The gameplay isn't incredibly original and can get a little repetitive



'OH MY GOD! TURN AROUND QUICK, YOU DAFT GIT! HE'S BEHIND YOU AND HE'S HUNGRY!'

Zombies

Looks
- Chunky but fabulous cartoony style. Glorious animation and original sprites

Sounds
- Ace tunes, scary sound effects and bags of atmosphere all add to the 'B' movie feel

Gameplay
- Brilliant. Addictive blasting action with a fair sprinkling of exploration

Lifespan
- A massive 55 levels of frantic and tortuous gameplay. See those victims dwindle

The bottom line

"There's not an original gameplay feature in sight here, but it's incredibly fast, full of action, and the graphics are so funny you'll probably die laughing. Just don't come back as a zombie"

- **Levels** 55
- **Difficulty** ..... Tough
- **Continues** 2
- **Release date** November

Final score

92%

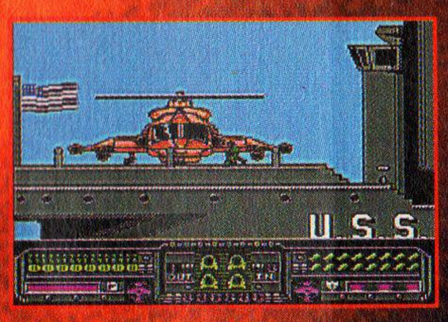
"ONE OF THE BEST HELICOPTER COMBAT CARTS CRUISING THE NES SKIES"
GamePro, USA

FIREHAWK

TOTAL!

It's devastating! It's awesome! Experience the power of the mighty Firehawk gunship in this ultimate action combat game! Use skill and judgement to pilot the Firehawk through seven intense missions over land and sea with intense air-to-air combat. Crush the crime lords and battle with enemy troops armed to the teeth with lethal weapons. Check out the bonus power-ups and the super-fast 360° scrolling! The action's dangerous and 100% addictive when you take the controls of Firehawk!

take on a challenge



Re-arm & Re-fuel


Bridge Blow-out


Heat Seekers


Mega Power Ups!

"A testing blaster that requires more than quick reflexes."
TOTAL magazine

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DRACU



The main sprite moves with the grace and agility of a shop dummy (it's dressed like one, too). What a wonderful game.

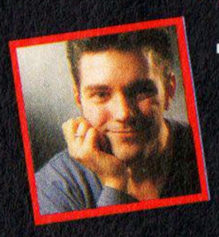


Here we have a couple of orb holders. They're famous for their orb-holding abilities and their intense concentration.



Sooner or later you'll come across a bit that requires some strategic thinking – like this rope with a large weight on the end. Hmm.

For Super NES (1 player) From Sony Imagesoft Price £40



Transylvania is a great place for a holiday. It's got sandy beaches, beautiful girls and cheap beer. (Well, that's what we told Jim, anyway.)

Dracula on the Super NES is a right old load of rubbish. There, I said it. Okay, so it's pretty early on in the review to make such a sweeping statement, but it really is utter crap. In fact, one of the brief moments of fun I had with this game was when I turned it off, watched the red light disappear on the Super NES and returned to my cup of coffee – which had long since gone cold.

Now then, get an image in your head of Dracula. Gruesome fellow, ain't he? Now try and think about how you could use that figure in a game. You'd end up with something decidedly eerie, with loads of blood and dead dudes, wouldn't you? Well, not here, sadly. What we've ended up with is 16 levels of dull sword swishing, with a few guardian types cropping up every now and then. Of all the Dracula games, this one seems to follow the plot of the film most faithfully – unfortunately, at the expense of gameplay.

DRACS
Sticks fairly closely to the film's plot. Um, you could use the box as an attractive book end

You play the part of Jonathan Harker, a mild-mannered solicitor who, being a bit of a prat, has decided to chase Dracula halfway around the world for the sake of a girl. Dumb, huh? The levels he encounters come in two styles: walk 'n' slash platforms, and a 'hunt the exit' kinda thing, where you have to find some old guy who makes the exit appear – hardly the most exciting of game plans.

Things don't get a whole lot better when you get to the bosses. You're given a very limited space to fight them in, and most of them follow an easily spotted 'stab 'n' step back' routine. And if you can't be bothered with that and you've got maximum energy, you can just wade on in because your energy will outlast theirs.

A rare stake with garlic, please

Here's a selection of bashable baddies which you'll find on the menu in Dracula.



Urg! These big and icky spiders don't look that impressive when you get up close to them and squish your nose against the TV screen.



Sproink! Dice these deadly shadow-type things before you develop a really bad squint.

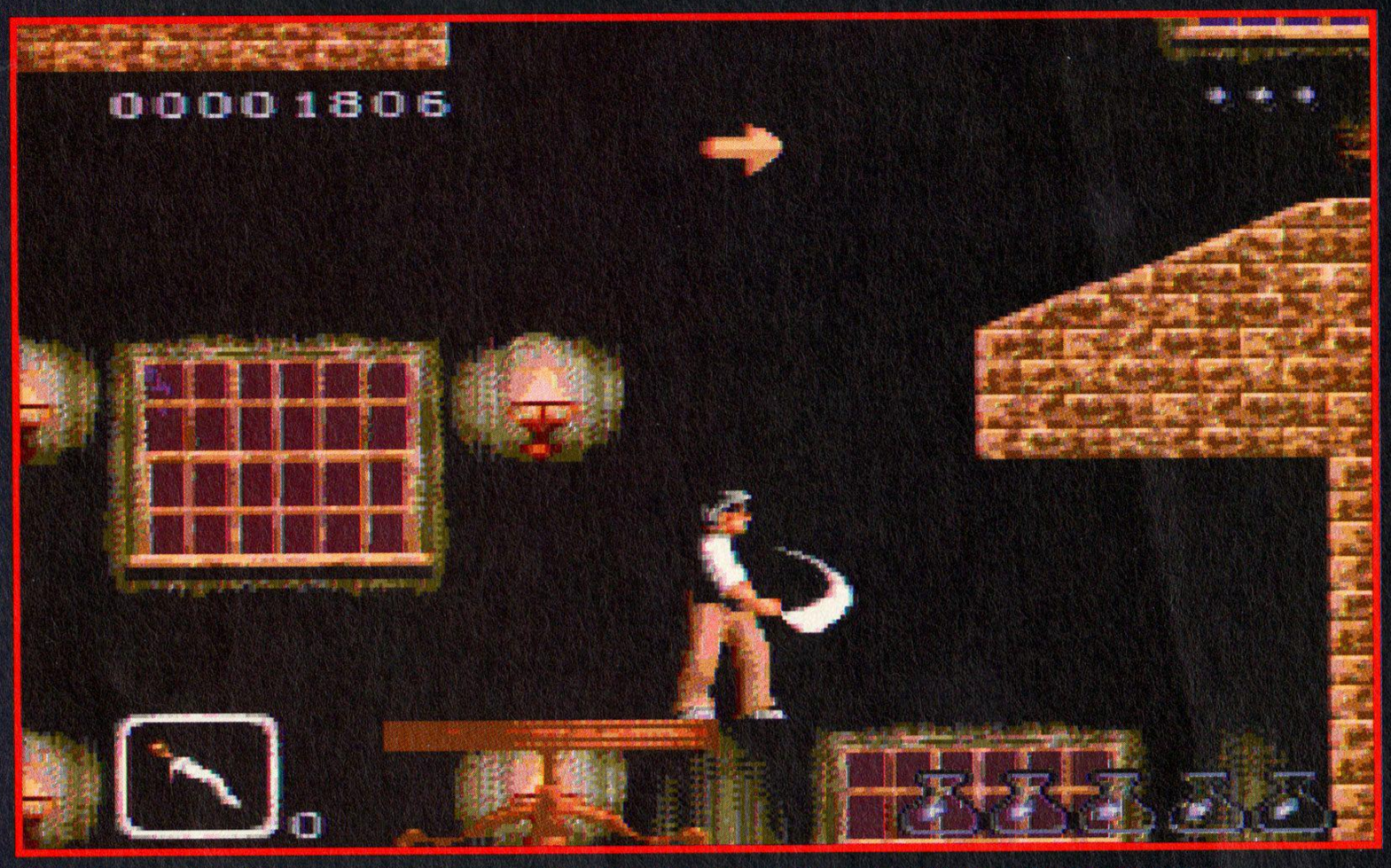


Eek! You do meet some boneheads on your travels. And comments like, 'Slip me some skin, my main man' don't usually go down too well.



Hoots! Watch out for this guy. He doesn't have a lot of hair, admittedly, but he does carry a large bashing-stick.

DRACULA



This dagger's a bit weedy, so you're better off standing on a table out of the way.

Graphically, this game looks more like early Super NES material. If you'd led a sheltered life and had never seen a Super NES showing off its talents, you'd be relatively impressed. But in the light of Alien³ and other wonders of animation, this is not very good at all. Basic flaws like hordes of identical bad guys and the ground moving faster than the sprites' legs are not calculated to impress.

A few digitised pics of scantily clad vamp babes wouldn't have been a bad idea to liven things up a bit, but instead we get one dead Dracula at the end and some less than impressive pictures of a book – described in the press bumph as being 'a vehicle to move the player from one location to another while maintaining continuity within the game'. Yeah, right.

LACKS
Crap animation, unadventurous graphics, slow and dull gameplay, no content. Need I go on?

I'm really narked off that I let a cup of perfectly good coffee go to waste over this game. Dracula on the Super NES is a wasted licence, filled with uneventful gameplay and graphics to match. And, erm, it smells. **JAMES**



It's a bit difficult to see, but there's an energy refill on that table. Easy to miss, huh?



Ignore that arrow. It's much more profitable if you look around by yourself.

Dracula

Looks

- Pass the bucket and do us a favour, mate! There's no excuse for animation like this

Sounds

- When you realise how crap the game is, the sombre music will match your mood

Gameplay

- The basic stroll 'n' swish 'action' really puts a stake through the heart of the game

Lifespan

- Any guesses? Here's a hint: don't turn down any dates in favour of playing this

The bottom line

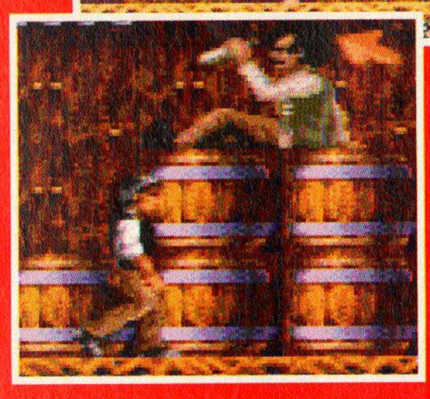
"Don't make your friends think you're stupid by buying this game. It's an appalling waste of money when you look at what else is available for the Super NES at the moment"

- Levels 6
- Difficulty ..... 3 settings
- Continues 2
- Release date ....Out now

Final score

46%





Bark! You know the dog food that nine out of 10 breeders recommend? Well, this is the pooch that doesn't like it.

Vom! What a barrel of laughs this chap is.



This kneeling stance was borrowed from old Elvis routines. Good, innit?

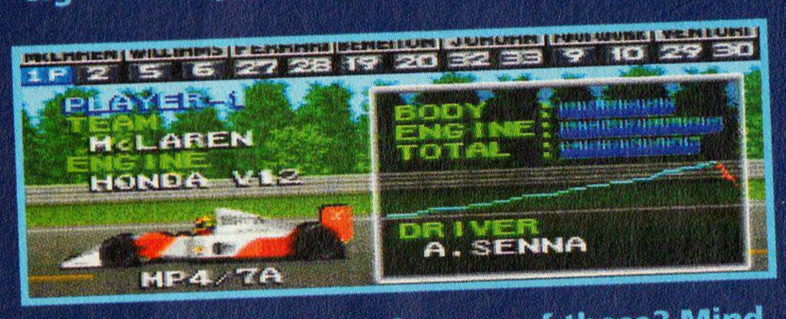


Don't hang around here long. This old git's got bad breath and it'll melt yer face off!

F1 POLE POSITION



The two-player action is incredibly fast considering there isn't a custom chip in sight. If only all games were this smooth.



Wouldn't you just die for one of these? Mind you, it's not very practical and the fuel economy leaves a lot to be desired.



For Super NES (1-2 players) From Ubi Soft Price £50

Pole Position's got two-player split-screen racing, loads of cars, loads of Mode 7 and no slowdown. But is it any good? Frank's about to find out.

There are dozens of Super NES driving games available. These include around 10 Formula 1 games, about six of which are simultaneous two-player games. That's a lot of two-player Formula 1 games. So why do we need another one? Because Formula 1 Pole Position is actually the European version of Human Grand Prix, and it's a bit smart.

Human Grand Prix was the first F1 game to feature real cars, real drivers and a split-screen two-player option. As a game, it's possibly a bit heavy, but as a sim it's quite special, with lots of detail, a fair bit of realism and loads of options. Pole Position is exactly the same.

POLES
Smooth Mode 7, loads of cars, great two-player action and no custom chips in sight!

If it's originality you're after, forget it. You just choose your car, select one or two players and bomb around a series of world-famous tracks as fast as you can. The two-player battle mode is very straightforward. The first one across the line is the winner. You can choose any track you like, and can have a practice before the real race.

What makes the game stand out is the attention to detail and the handling of the cars. The roadholding, traction and fiddly bits are all similar to the real cars, and this means they're all very tricky to drive. You can choose an automatic gearbox, but the steering still takes a lot of getting used to (even though the cars all handle differently).



Look out for track hazards, like this giant pool of snot. There may be some crusty bogeys later on.

ROCK 'n' RO

For Super NES (1-2 players) From Interplay Price £45



It's rocky, it's rolly and it's a bit racy as well. Shame Frank's such a crap driver.

Oh dear. Rock 'n' Roll Racing has a strange effect on you. You start playing, and the next thing you know you're grooving on down to some top '60s and '70s rock music (hence the title).

The object of the game is simple. You and a friend race around some off-planet courses, earning money and respect in order to progress through the galactic rank-

ROCKS
Frantic two-player racing, with fantastic music and addictive gameplay

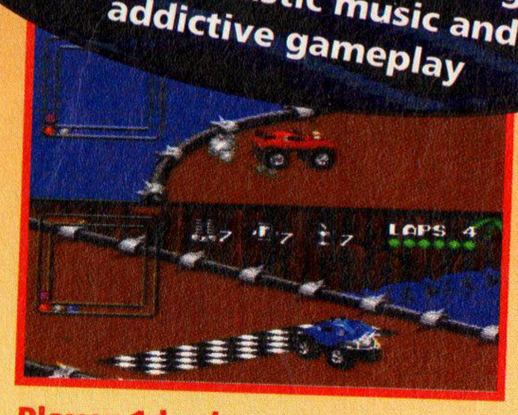
Get your motor running, head out on the highway, looking for adventure, or...



The cars rev... The starter's flag is up... They're off! Who knows what could be lurking around the first bend.



A bit of a scrap as the racers cross the start line.



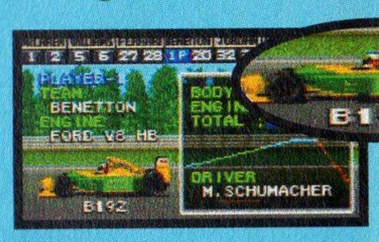
Player 1 looks set to lap player 2, who's a bit sad.



A vile-looking alien planet is the setting for race 2.

Honest Frank's used car lot

All right, mate, I can see you're looking for something a bit spesh. Let me show you something fast and sexy...



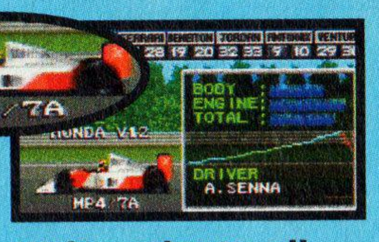
This is the fab Benetton Ford. It's a bit fast.



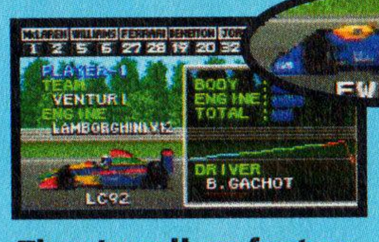
This is the Ferrari. Also a bit quick off the mark.



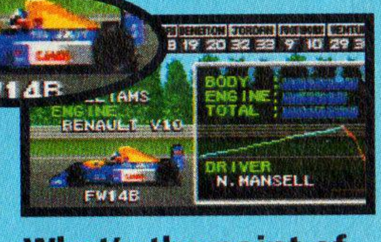
This is the Yamaha effort. Not too shabby either.



Wait a minute, all these cars are the blimmin' same.



They're all as fast as each other. Cor, what a con.



What's the point of that, then? Why bother choosing?

In the original Jap game it was nigh-on impossible to steer in a straight line. This has been tweaked for the UK market, but cornering is still a fine art, and you're guaranteed of finishing last in your first few races. However, when you start improving your position on the grid, the game becomes very addictive.

The graphics are adequate, with bland backgrounds and bad curves, but the cars' animation and the lack of slowdown make up for this. The music is terrible, but the effects are all very realistic.

POLES
Even the improved control method is tricky to master – it's a bit too realistic

F1 Pole Position is strictly a game for hard-core Formula 1 heroes, but for what it is, it's extremely good.

FRANK



In single-player mode you can use the split screen as a rear-view mirror. Clever, eh?

F1 Pole Position

Looks
- Smooth, but the graphics are fairly bland. The sprites are lovely, though

Sounds
- All perfectly adequate, but the actual engine noises are particularly convincing

Gameplay
- Although hard to get the hang of, it becomes quite engrossing after a few plays

Lifespan
- The cars, the tracks and the two-player option will have you playing for months

The bottom line

"A true simulation rather than a straightforward arcade racer, with the emphasis on realism rather than out-and-out playability, but very nice all the same. A game for real Formula 1 fanatics"

- **Levels** ..... Loads
- **Difficulty** ..... Hard
- **Continues** ..... Infinite
- **Release date** November

Final score
84%

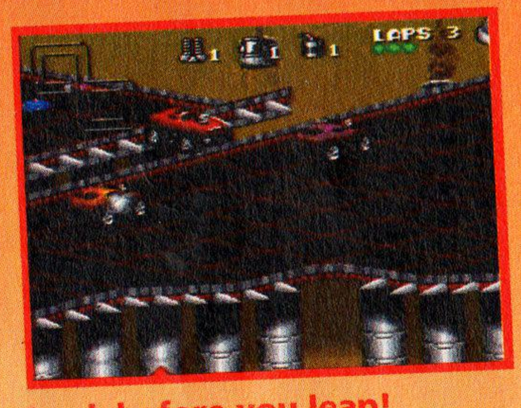
OLL RACING



Choose your car from a massive selection of three.



Ooh! I think I'll have a new engine and some petrol.



Look before you leap! This is bad news!



ings. The first across the finish line is the winner, and if you're not in the first three, you're out.

Speed is obviously important, but there's more to it than that, cos the cars – which have more spikes and chrome than can possibly be safe – are armed to the teeth. You can bash other racers into submission using your armour plating, or blast them off the road with rockets. Weapons and armour can all be upgraded, so the better you race, the harder you get.

SHOCKS
It doesn't offer anything new or remotely original. The tracks are too restrictive

The graphics are for the most part slick and pretty, but sadly they're let down by slightly jerky scrolling. The track barriers are also a pain, because hitting them results in a dead stop. The music and sound effects are virtually faultless, though, with some smart tunes (although they're all pretty ancient) and equally superb sampled speech. There's an amazing amount of commentary as you play, and it's actually quite good (for a change).

Rock 'n' Roll Racing isn't quite the Super NES answer to Micro Machines you might have been hoping for, but it's a jolly good racing game nonetheless.

FRANK

Rock 'n' Roll Racing

Looks
- Extremely fast and beautifully drawn, but the jerky scrolling is quite unforgivable

Sounds
- Perfect renditions of some of the best rock songs ever written

Gameplay
- Great in two-player mode and very fast, but massively tedious for lonely gamesters

Lifespan
- Loads of tracks and some amazing power-ups to collect. You'll play for ages

The bottom line

"It has the potential to be superb, but the track boundaries almost ruin it. With a bit more freedom to roam with your mean machine, this could have challenged Micro Machines"

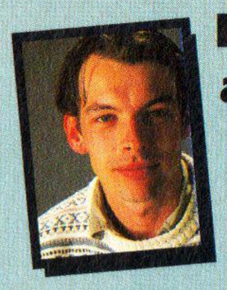
- **Levels** ..... Loads
- **Difficulty** ..... Medium
- **Continues** ..... Infinite
- **Release date** ... October

Final score
80%



Hello. I'm Fit Bird. Who's that slimy git on the right?

LAGOON



Role-playing games aren't really Andy's cup of tea. He found that out when he tried to drink one.

For Super NES (1 player) **From Kemco** **Price £45**

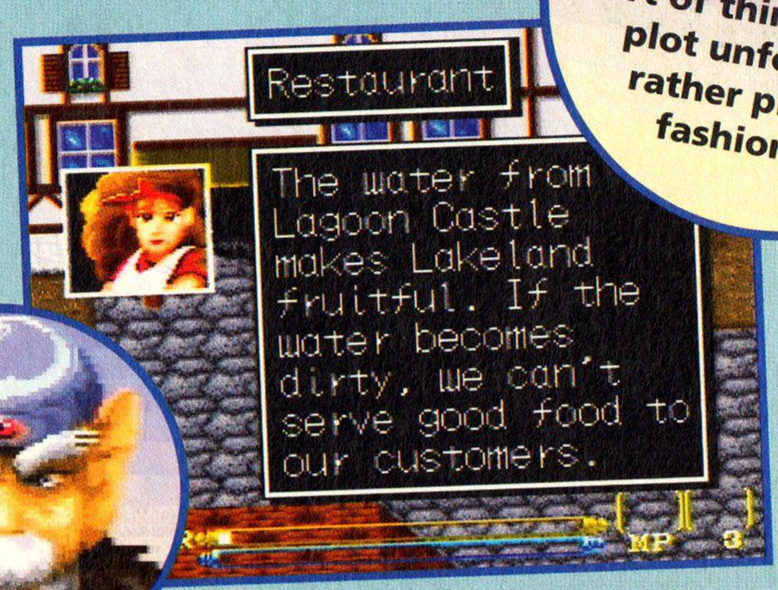
This is an RPG, chaps, and that means... yes, you've guessed it, that the gentle people of an idyllic fictional place are under threat from the forces of evil, and you, the single most daring chap in the land, have to toddle around speaking to people and being told things like, 'Ah, there is a cave north of here.' You, of course, then travel to the cave, beat up a few beasties (by making a cute little swiping motion with your stubby little sword) then discover an old wizard-type bloke who gives you a clue to the next section of the adventure.

Now, I'm not a huge fan of console-based RPGs. I always thought the point of a role-playing game was that you got to play a part and explore a believable alternative world full of fantastic beasts and so on. Instead, cart-based role-players are invariably filled with squat little

SWORDS
The graphics are fine, if you like this sort of thing, and the plot unfolds in a rather pleasing fashion too



This is our hero, 'prodding a blob' (as they say in warrior circles).



So there's the rub. If the water's dirty, the villagers go without.



A small, badly designed sprite lies dying while other badly designed sprites watch.

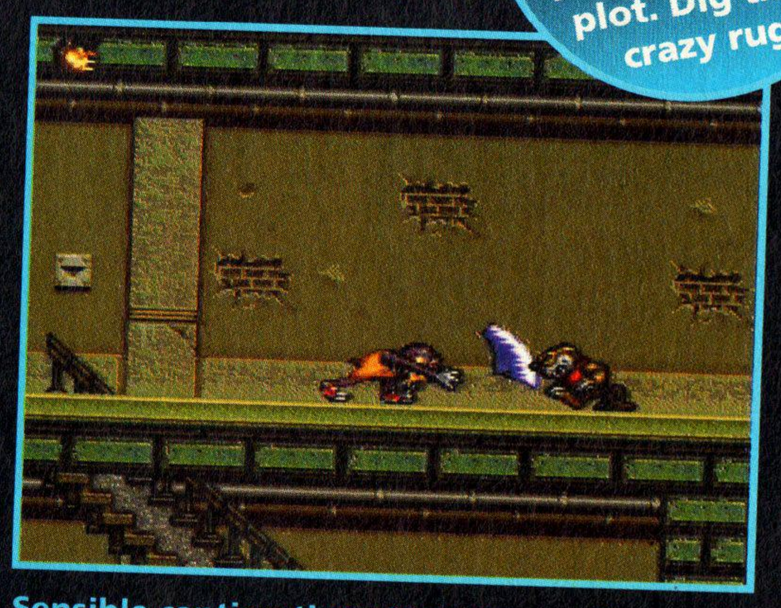


Stop it, Mr Kinnock – there are easier ways to get back into power.

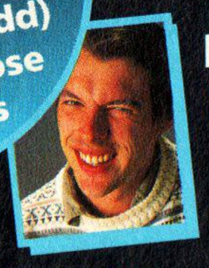
GERBILS
Slick, with a few neat ideas and a pleasing (if odd) plot. Dig those crazy rugs



Rocky kindly offers his wig to the cold-ridden boss as a makeshift hanky.



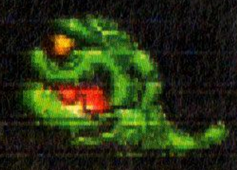
Sensible caption time. You can use the mohican hairstyle as a razor-sharp throwing weapon and also as an occasional platform.



Rocky Rodent has lots of crap hair-styles. Andy Dyer just has the one.

Hang on. Weren't IREM the people who created that rock-hard, no-holds-barred, alien-genocidal simulator, R-Type? Well, they seem to have moved dramatically away from that subject matter for their latest Super NES game. This is a platformer, starring a rodent with a penchant for outrageous yet deadly hairdos and large amounts of food. A bit like Inspector Morse, only with fancy hairdos rather than fancy cars and food rather than quality pints of beer. Er... Okay, not quite like Morse, but you know what I'm getting at, yes? No? Oh, please yourselves. Anyway, let me explain.

Before the game starts, there's an intro with a little scene involving Rocky (as yet hairless) and a restaurateur whose daughter has been kidnapped by the Mafia (presumably one of 'The Family' who nearly choked on an overly crispy crouton or some-

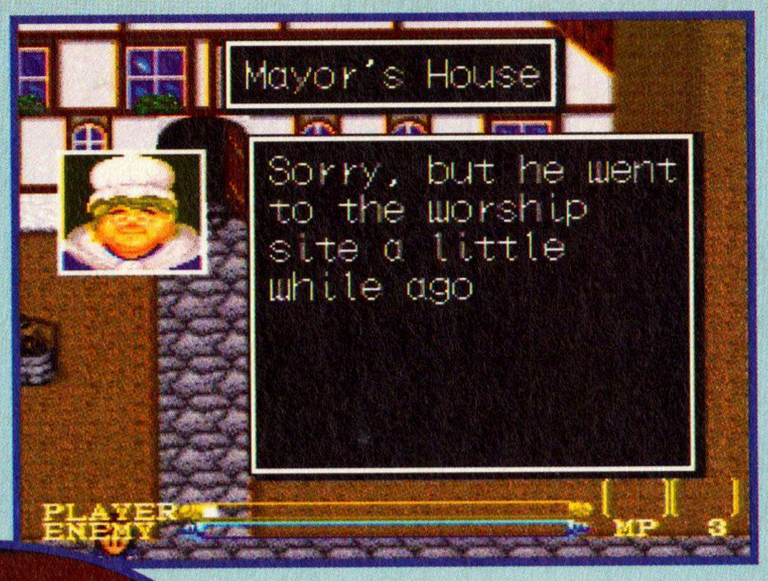


For Super NES (1 player) **From IREM** **Price £45**

ROCKY



Our hero enters a beautiful old chapel, only to find ex-Dad's Army star Clive Dunn.



Having searched for hours, this woman tells me the mayor's not in. (Useless old bag.)



sprites with cacky little weapons and pathetic monsters who frankly couldn't frighten a rather frail old chicken, let alone a (supposedly) mighty warrior.

But enough whingeing. After all, Zelda is fab. Okay so I didn't like it that much, but it's a class game and no mistake, and the punters love it. And in that respect, Super NES RPG fans will also like this one. All the same elements are in there and the gradual plot development is done very well indeed. For instance, at the start you discover that a town is being threatened by muddy waters. Initially it's a bit disturbing that they should feel in any way threatened by a visit from a retired old '60s blues singer, but then you realise that you've got it all wrong, and that in fact their crystal-clear (and probably magical) water supply is turning to mud – and it's not an environmental hazard that's causing it.

One curious thing about the game is that there's no map and so you don't get a sense of the overall scale of the quest (unlike Zelda, which you know right from the start is a flippin' huge game). No, this is a much more linear affair and you complete each section as you go (by and large). As I've already said, in the eyes of RPG fans this will go down very well (still no Zelda-beater, though). But if you've always given role-playing games a wide berth, you might as well forget this one too. Nice it may be, but there are no surprises here. **ANDY**

BOREDS
There's no map screen so it's easy to get lost and you don't get the overall picture. Not quite on the Zelda scale

Lagoon

Looks
- Pretty good. The scenery is all standard cutesy RPG stuff but it's very nicely drawn

Sounds
- Not great, but in places the music cleverly changes to complement the action

Gameplay
- If you like the game style this won't be a letdown, but it's not that sophisticated

Lifespan
- For me, it didn't last long cos I got bored. For fans, it's a sizeable chunk of challenge

The bottom line
"If I'm preaching to the converted then I have to say that, while not on the scale of Zelda, this is a very nicely structured and playable RPG of the sickeningly cute variety"

- Levels ..... One big quest
- Difficulty ..... Average
- Continues ..... Battery
- Release date .. November

Final score
79%



In the bonus game you have to put rolled up armadillos into the net with your wig (!)

Rocky Rodent

Looks
- Not bad. Good sprites, imaginatively drawn, and everything moves well enough

Sounds
- Lovely eerie piece of music when you die, but nothing else that really stands out

Gameplay
- Nice enough, but unfulfilling. A 'been there, done that, seen it all before' affair

Lifespan
- If it tickles your fancy then you'll stick at it and, sadly, probably finish it easily

The bottom line
"All the makings of a fine little platformer, but too much attention has been paid to quirkiness and not enough to original gameplay. This has left it a bit on the downside of nowt special"

- Levels ..... Not enough
- Difficulty ..... Average
- Continues 3
- Release date .. Out now

Final score
68%

thing), so the restaurateur asks Rocky to go and save her, promising that if he succeeds he can have as much food as he likes. Rocky, of course, accepts.

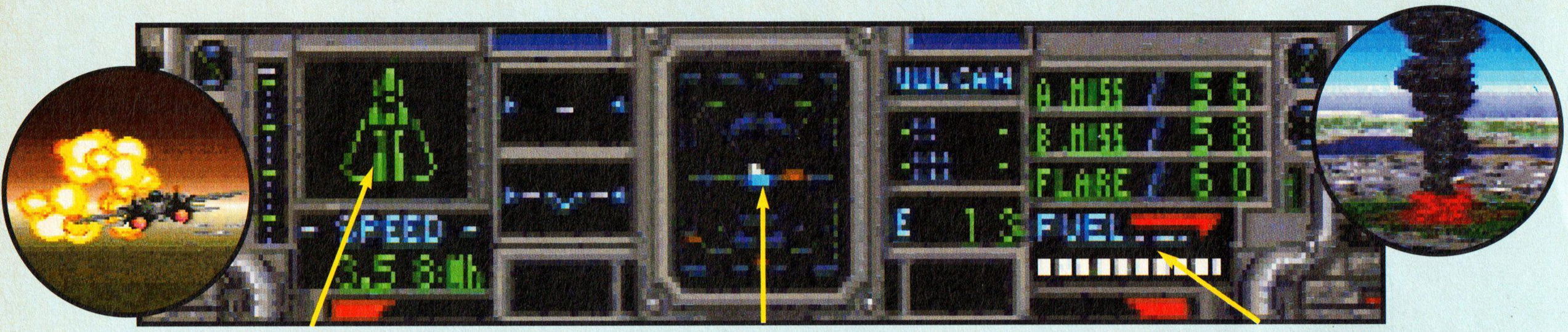
At first, the only thing Rocky can do is jump on his enemies. However, before long he can pick up cans of hairspray and grow a number of different wiggy-weapons. There's the red quiff affair which he can hit people with, the razor-sharp mohican which he can throw, a green pony tail which can be used as a whip and... well, I think you get the idea (it's all a bit strange, to be honest).

Most of the levels are standard lefty-righty, uppy-downy, bouncy platform jobs, but there are a few nice touches, like a racing section and a bonus basketball game (not forgetting Rocky's novel approach to hairstyles) which lift the game above mediocrity. Yes, it's fairly slick, yes, it's fairly imaginative, but it's also a bit unoriginal. Apart from the quirky subject matter there are no real surprises. Give it a shot, by all means, but you'll be left thinking, 'Oh, is that it?' **ANDY**

RATS
Er, well, it's just another one of this type of game, isn't it? Ultimately a bit dull



This is the hippy, flowery ponytail-type hairstyle. Can be used for swinging on things or whipping enemies to death.

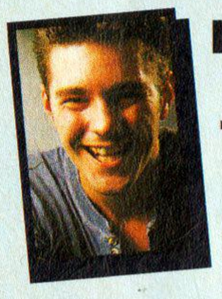


This tells you if you've been hit (as if you didn't know).

Electronic Bogey Detector – it's a lot better than a finger!

The fuel gauge acts as a timer. When it's gone, so are you.

SUPER AIR DIVER



For Super NES (1 player) **From Sunsoft** **Price £45**

Jimbo does his best to find the 'Super' in Super Air Diver.

You are Super Air Diver, a pilot for the good guys. Your job is to fly three different missions. The first mission is a good old-fashioned blasting extravaganza, followed by a bombing mission and then by a special mission where you have to shoot down missiles with the plane's cannons. When you've finished the three missions, you start again, but with the difficulty level boosted.

The first mission, the battle for air supremacy, starts off as fun, but when you realise that you can't actually crash your plane, the game takes a nose-dive. You've got three types of formidable weapon strapped to your aircraft, but there's no way of seeing the ground at close range, so all you're left to do is fly around aimlessly, looping, rolling and popping off planes.

POOPERS
You haven't got enough control of your craft. The three repeated levels soon get boring

The second mission is a bit more fulfilling, but you're limited to a ceiling of 3000 feet and gravity provides the only challenge. The bonus missions, in which you have to shoot down missiles using your on-board guns, are utterly devoid of excitement.

What this game does have is speed. It would be nice to draw on some real-life experience and comment on the similarities between this game and the feeling of being airborne in, say, a Super Tomcat. Trouble is, my only taste of hot-shot flying was on board an Air 2000 flight to Rhodes. But, hey, I've played flight sims on PCs, and it's easy to spot where Super Air Diver has gone wrong. Your control over the plane is too restricted, the repetition of the three scenarios gets tedious, and the lack of a cockpit view is annoying. Basically, if this game had strategy and gameplay to match the rather nice graphics, it would be a good buy. But as it stands, it ain't. **JAMES**



SUPERS
Great-looking, detailed graphics, with clean sprites and fantastic explosions

If you spot a third engine, chaff like hell and pray!





Tally-ho, cheps. One enemy base bites the dust. (I still think we should have nuked it!)



Special missions are especially dull. Your ground crew takes away all of your hardware, apart from the Vulcans. Hmmf.

Super Air Diver

Looks
- Fast-moving, with utterly brilliant ground detail, all whizzing around in Mode 7

Sounds
- Atmospheric music and some really meaty explosion noises

Gameplay
- The plane's lack of control means it doesn't come near achieving sim status

Lifespan
- Mildly interesting at first, but you'll get bored with the repetition

The bottom line

"Fast, good-looking and packed with big bangs. But there's little strategy involved and you haven't got enough control for this to be anything more than a simple blaster"

- **Levels** 3
- **Difficulty** ..... Tough
- **Continues** ..... 5 max
- **Release date** ... October

Final score
62%

Get your head around this →



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SEGA

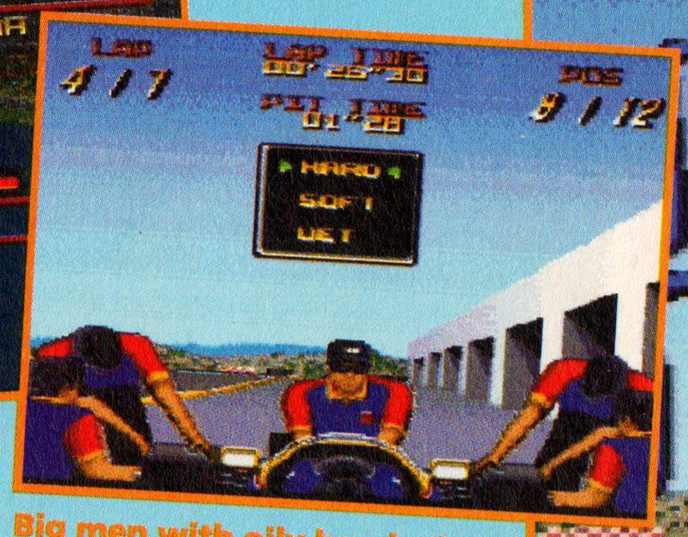
THE WORLD OF AMIGA

November 11 – 14 **London Olympia**

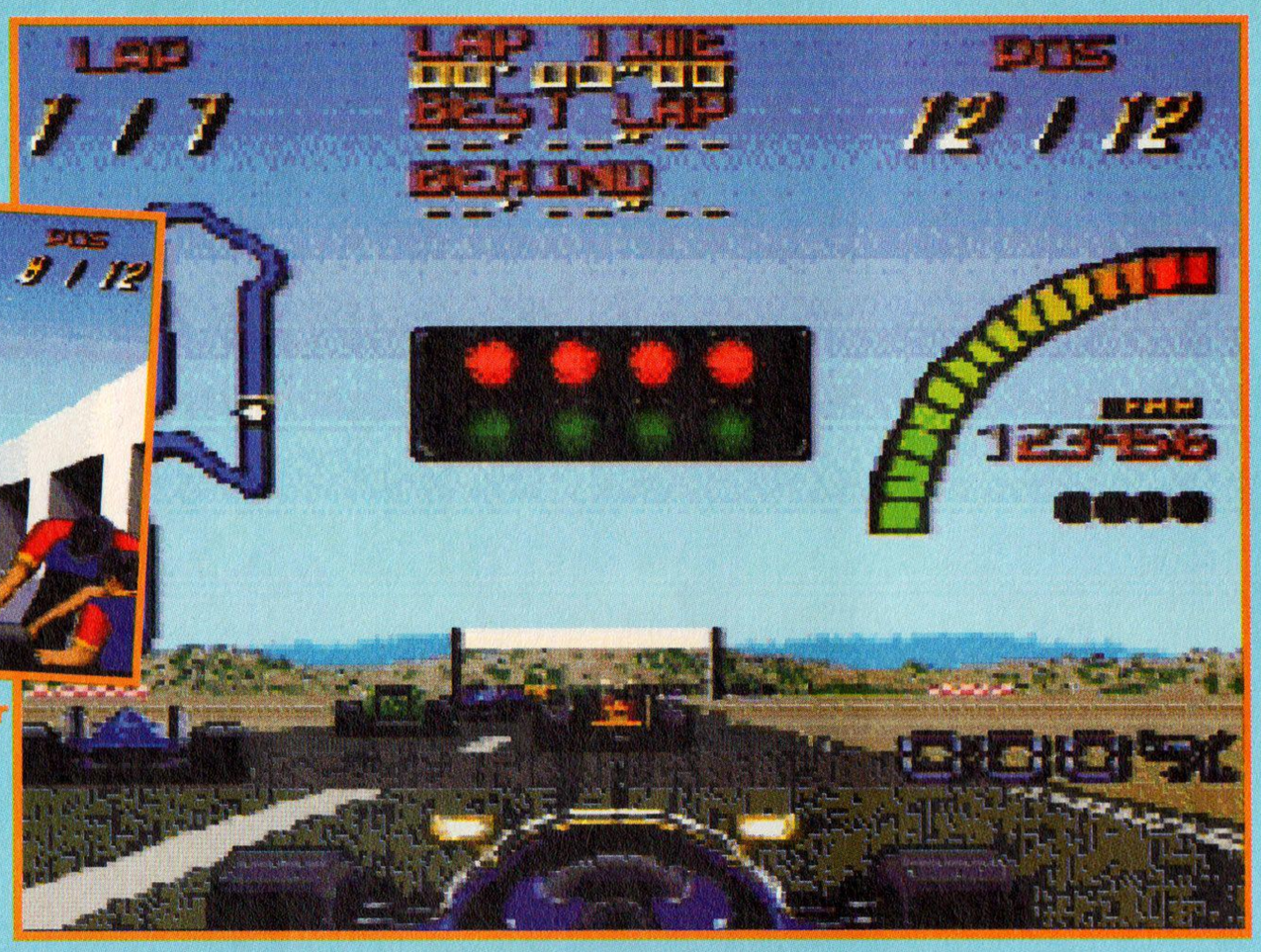
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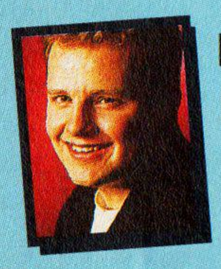
Straight after every race, you get your nose rubbed in the sour smell of failure.



Big men with oily hands tinker with your delicate parts.



It's the starting grid, of all things – who'd have guessed it?



Frank pulls into the pits to have his car tuned and his moustache trimmed for Nigel Mansell's World Championship GP.

For Super NES (1 player) **From** Gremlin/Nintendo **Price** £45

NIGEL MANSELL'S WORLD CHAMPIONSHIP GRAND PRIX

Here, wait a minute, Nigel Mansell doesn't do Formula One any more. He's an Indycar racer. Indycars are privately owned, heavily sponsored, restriction-free monster cars. Admittedly, they look like Formula One cars, but that's no excuse. Now, I wonder if Gremlin accidentally paid for an extremely expensive licence, only moments before Nigel buggered off to America?

The object of the game is utterly simple. Go as fast as you can around a big track and win the race. Of course, you have to qualify first. This has been the death of many Japanese driving games, in which qualifying races usually consist of you burning round the tracks on your tod for about eight laps, which soon gets very tedious. Respect due to Gremlin, then, as you only have to do one lap in the qualifying round, giving you just enough time to learn the track layout but not enough to get bored.

There are very few innovations to be found in Mansell's, but there are plenty of options. You can alter your car before every race, changing your tyres depending on road conditions. You can adjust the height and type of spoiler you use (the enormous wing on the back of your car) in order to increase or decrease downforce (I'm not going to bother explaining that one).

And you can race any of the tracks whenever you wish. Each track varies in length, difficulty and weather conditions. If it's wet, you slide. If it's foggy, you're in trouble. This gives you the impetus to compete in the proper Formula One season and makes learning the tracks in advance imperative.

This is another racer which features proper, famous names, like Senna and Patrese. (Game producers normally cheat on

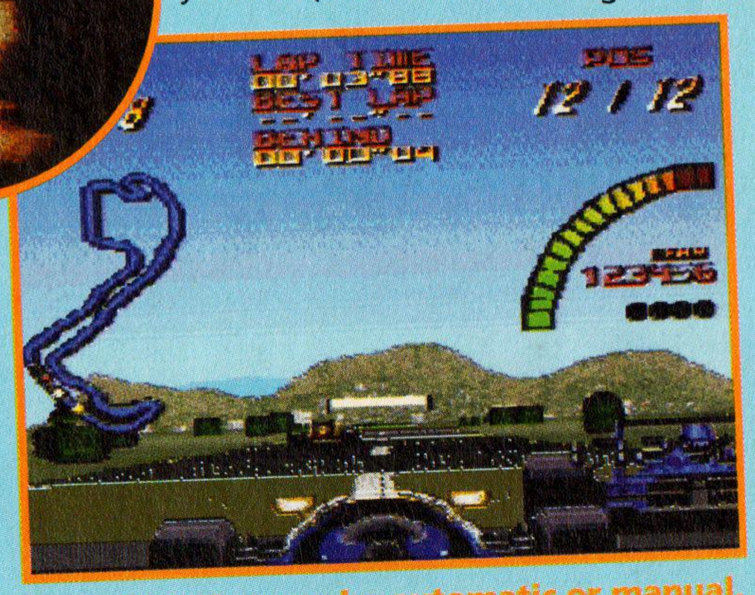


TACHES
Great illusion of speed, realistic handling and plenty of tracks to master. Grand Prix fans will love it

WORLD CHAMPIONSHIP GRAND PRIX



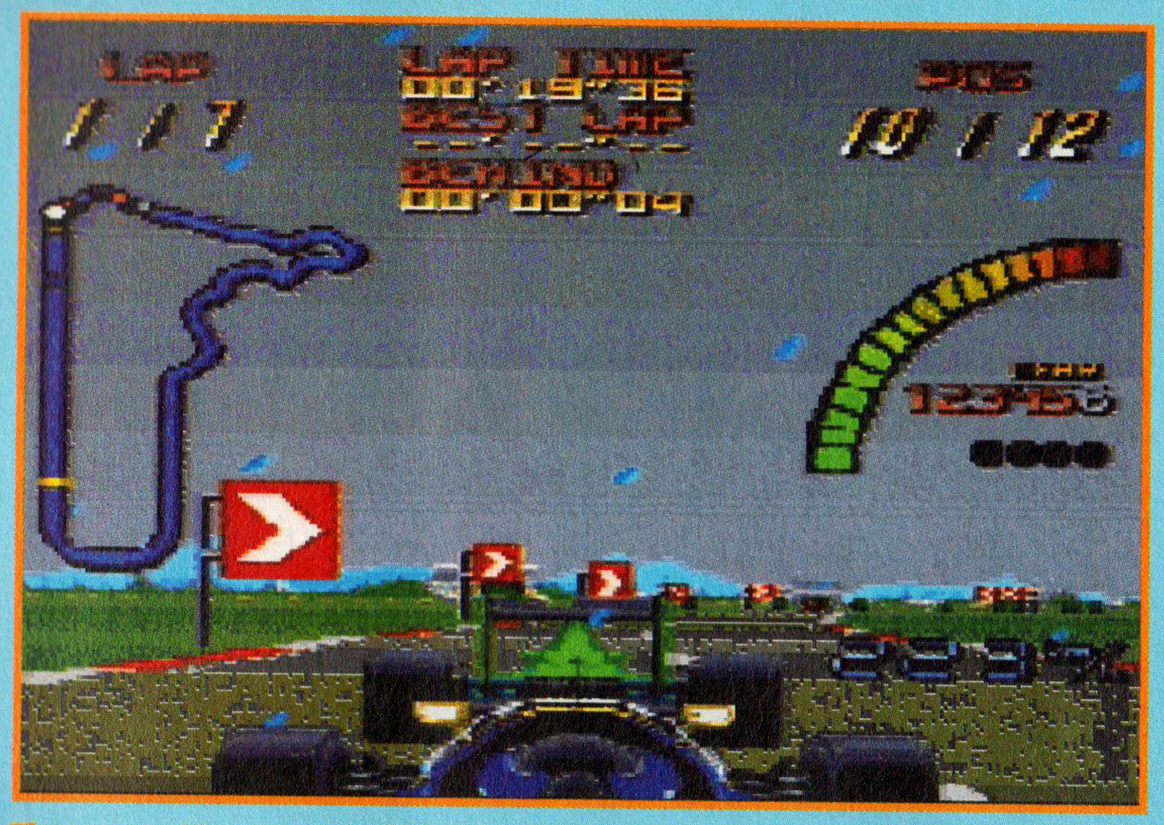
We are the world. We are the children. Or at least so they tell us. Wait a minute, what am I on about?



Gear changing can be automatic or manual, depending on how many fingers you have. Manual requires 20 or 30.



You can tinker about with the various parts of your car, but don't call the AA if anything goes wrong.



There are 12 racers and you're way back at number 10. Move it!



The roadside signs indicate direction, but not the difficulty of bends.



You get tunnels in this game. Look, there's one here, just in front of me. I told you there were tunnels, didn't I?

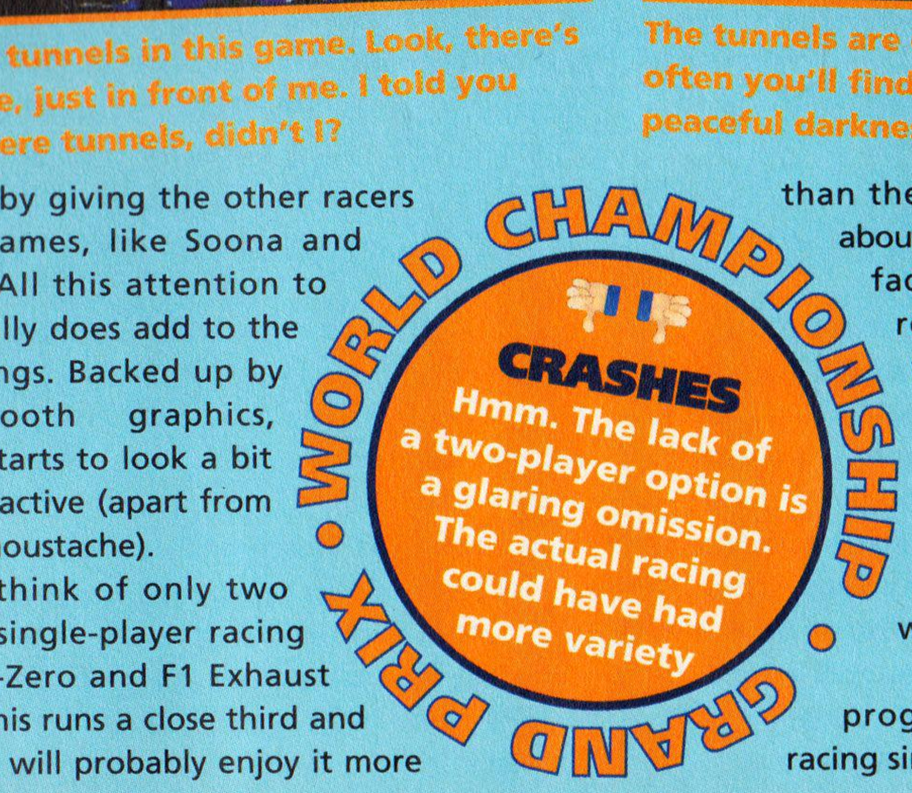


The tunnels are extremely attractive and often you'll find me parked in the still, peaceful darkness.

royalties by giving the other racers similar names, like Soona and Patato.) All this attention to detail really does add to the proceedings. Backed up by super-smooth graphics, Mansell starts to look a bit more attractive (apart from his daft moustache).

I can think of only two superior single-player racing games: F-Zero and F1 Exhaust Heat 2. This runs a close third and Nige fans will probably enjoy it more than the other two. It's just a shame about the lack of two-player frolics. In fact, it seems virtually pointless releasing this kind of game without a two-player option. FX Trax isn't far off now and it'll probably make every other racing game pretty redundant. Gremlin should know better too, with their own Top Gear 2 waiting in the wings.

This is a great piece of programming, but as a racing sim it's limited. **FRANK**



Nigel Mansell

Looks

- Fantastic tracks. The hills, dips and bends soar past you at fantastic speed

Sounds

- A couple of duff tunes and your usual vroom/bang noises ruin any sonic potential

Gameplay

- Spot-on driving, with the usual thrills and spills. Not that much variety, though

Lifespan

- With a two-player option, this would have been great. As it is, it's very good

The bottom line

"Brilliant in most respects, but ultimately limited by the lack of a two-player option. Lone racers will get a lot out of it, though, especially with the number of options and tracks"

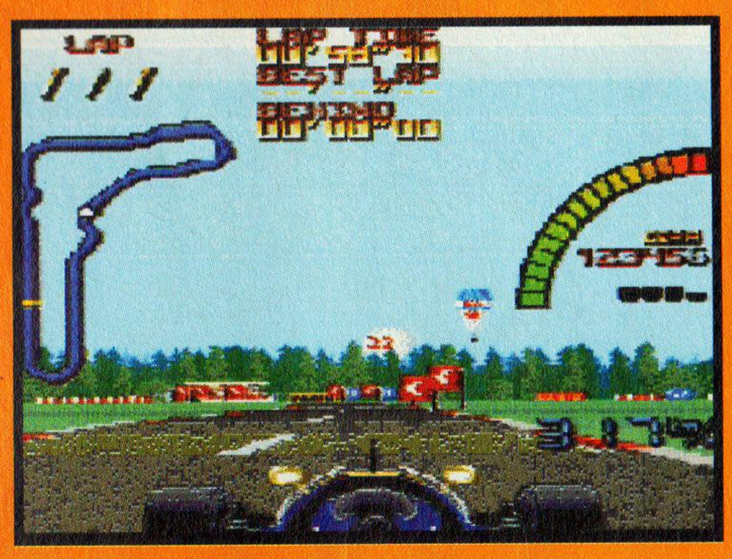
- Levels ..... Loads
- Difficulty ..... Medium
- Continues ..... Infinite
- Release date November

Final score

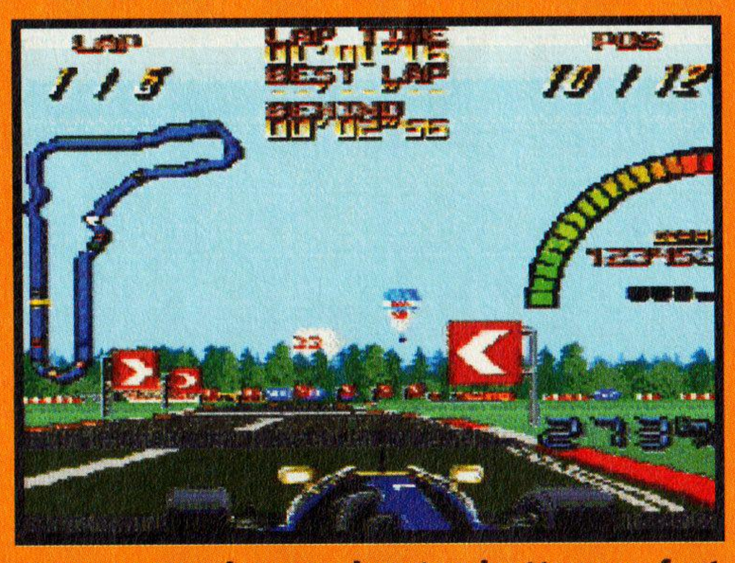
71%

Fat Frank's School Of Driving

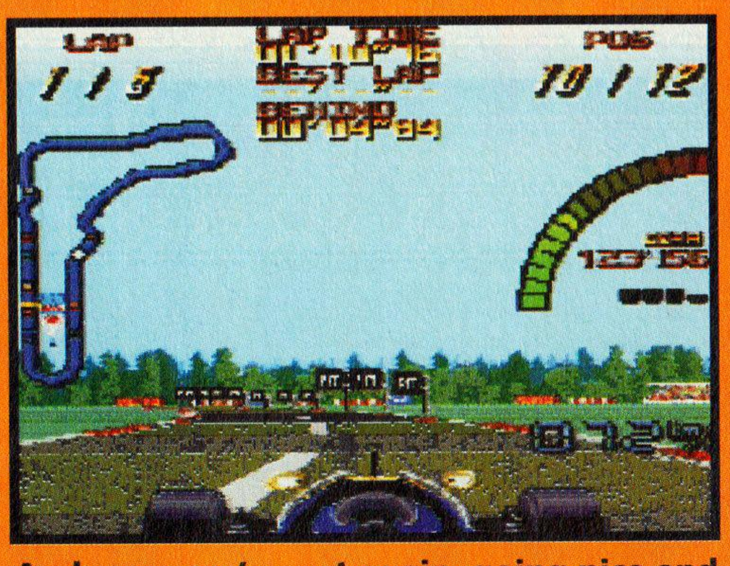
I've been playing Nige quite a while now and I reckon I'm a bit good at it. I think I've discovered the secret of Formula One driving...



As you approach the bend, make sure you head for the inside.



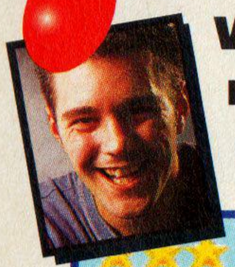
Now press the accelerator button as fast as you possibly can.



And now you're out again, going nice and fast once more. Easy.

CLAYMATES

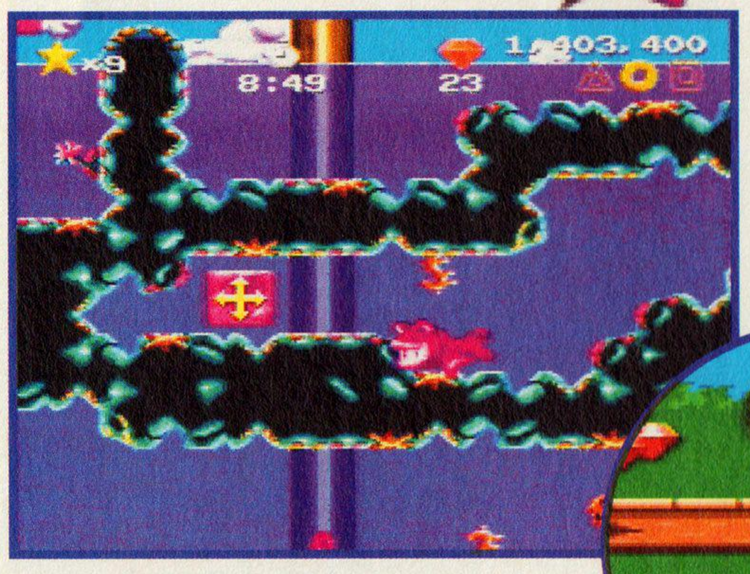
For Super NES (1 player) **From Interplay** **Price £45**



With a great deal of effort, Jim manages to morph himself into the form of a games reviewer to take a look at Claymates.



The mouse (or is it a rat) leaps from cloud to cloud in order to reach a secret room.



Fishy, fishy, how I wishy, that I knew a word to rhyme with fishy.



Secret bits are generally slow and painful to get to but they're usually worth it in the end.

Coo, this is a weird one. The scenario of Claymates sounds like it was hatched during a moment of alcohol-induced insanity. Get this: you're a ball of clay. You have to use your clay-like abilities to retrieve a formula that allows people to turn into clay and morph their shape... At this point I stopped reading the intro screen cos it was getting stupid. But obviously, hours of playing with Plasticine, er, development, went into this game.



CLAYS

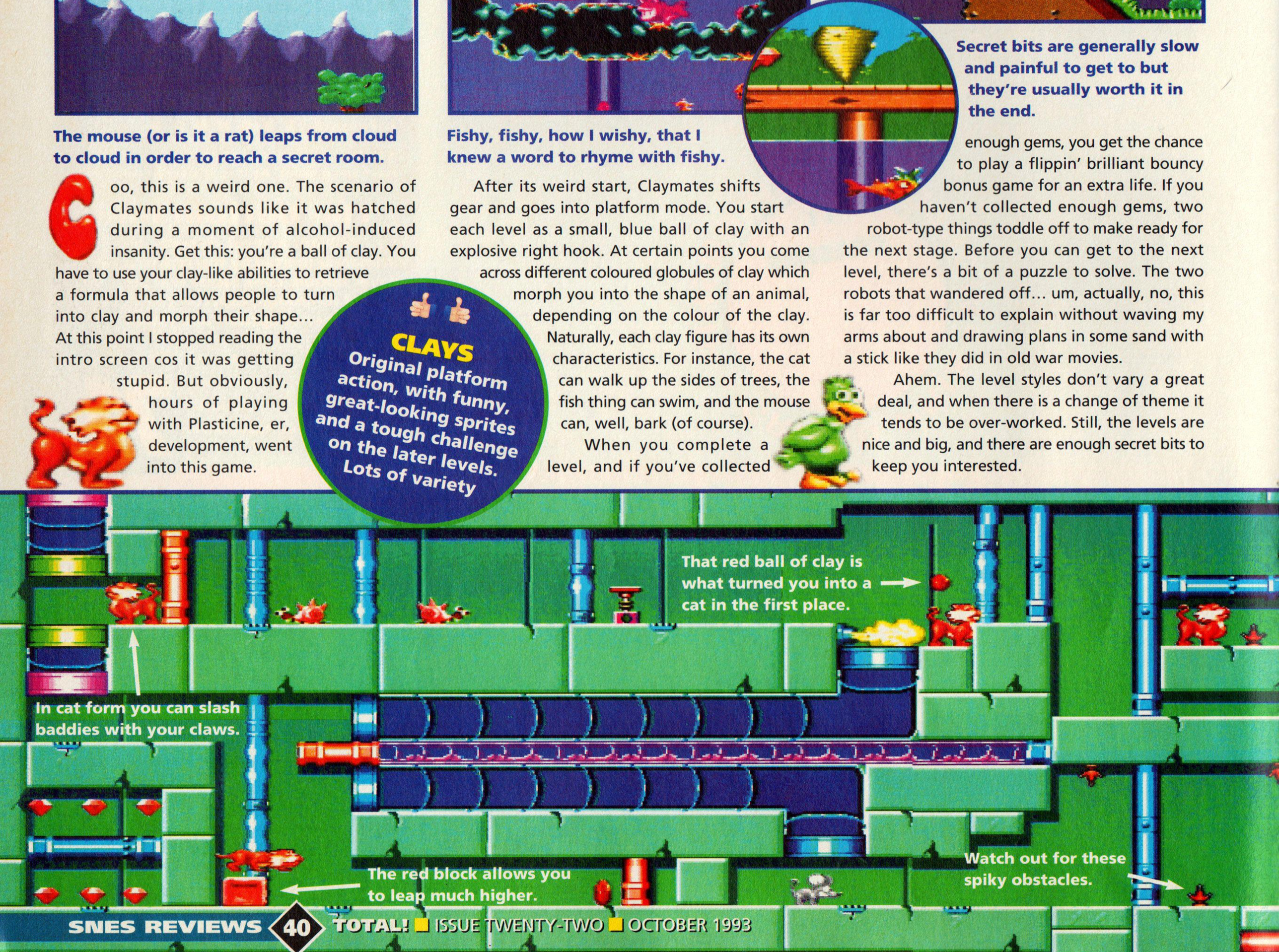
Original platform action, with funny, great-looking sprites and a tough challenge on the later levels. Lots of variety

After its weird start, Claymates shifts gear and goes into platform mode. You start each level as a small, blue ball of clay with an explosive right hook. At certain points you come across different coloured globules of clay which morph you into the shape of an animal, depending on the colour of the clay. Naturally, each clay figure has its own characteristics. For instance, the cat can walk up the sides of trees, the fish thing can swim, and the mouse can, well, bark (of course).

When you complete a level, and if you've collected enough gems, you get the chance to play a flippin' brilliant bouncy bonus game for an extra life. If you haven't collected enough gems, two robot-type things toddle off to make ready for the next stage. Before you can get to the next level, there's a bit of a puzzle to solve. The two robots that wandered off... um, actually, no, this is far too difficult to explain without waving my arms about and drawing plans in some sand with a stick like they did in old war movies.



Ahem. The level styles don't vary a great deal, and when there is a change of theme it tends to be over-worked. Still, the levels are nice and big, and there are enough secret bits to keep you interested.



What a clay day!



This is the brilliant bouncing game, which you get to play if you've got enough gems.

If you didn't get either of those things, the soldiers walk of to make ready for the puzzle bit.

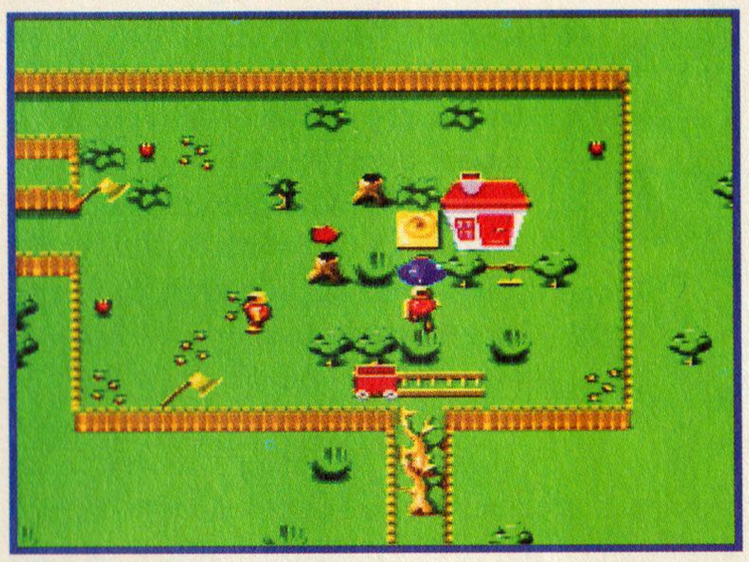
This thing won't hurt you, but it robs you of your power-ups.

Grab a letter off of the spinny thing to spell 'CLAY' and head for the bonus-games tube.

Your power-ups get replaced by green gems when you leave.

If you've got enough gems, a trap door opens and you go to this bonus game.

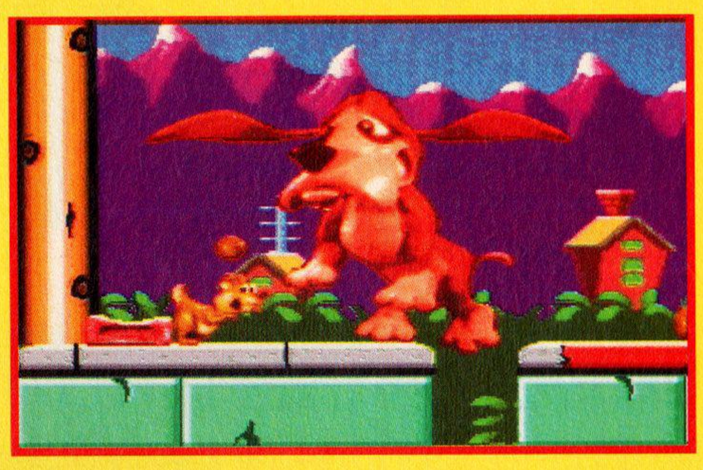




The two robot things have to be guided around to pick up axes and bombs to get you through to the next level.

Plasticine perils!

This is the kind of end-of-level baddie you'll have to deal with.



The squirrel has to deal with a gigantic clay dog. All he has is his nuts!



More trouble in the sea when you're attacked by a twisted space crustacean.

The clay ball sprite is a lovely-looking thing, all squishy and floaty, and easily popped. The clay animals are less impressive, and a little hard to control at times. As for the rest of the graphics, the foregrounds are very striking, but the backgrounds look dull in comparison.

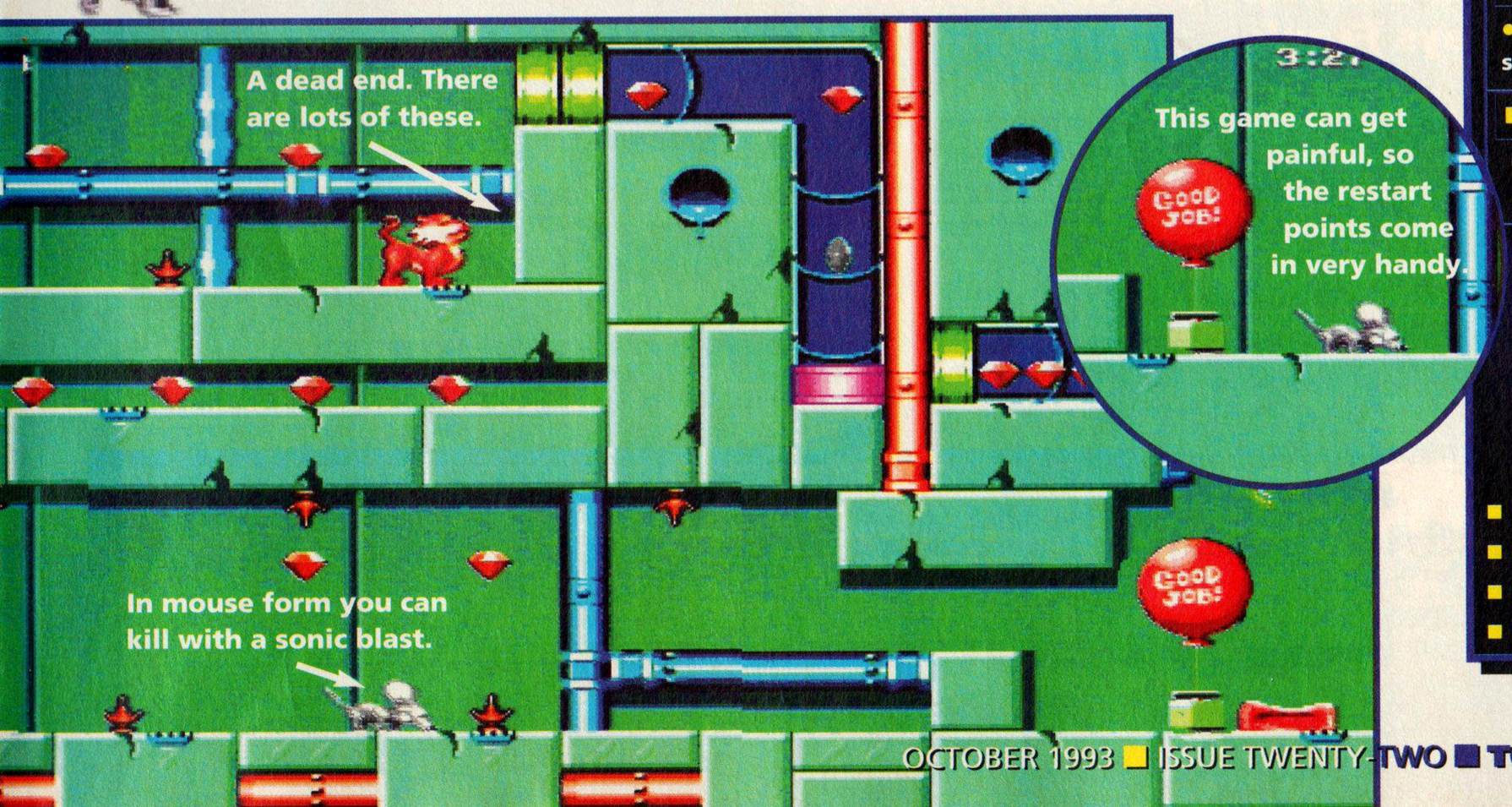
The game itself starts off easy enough, but slowly becomes incredibly frustrating. And that is its downfall.

Despite infinite continues and lots of restart points, the later levels are enough to drive you up the wall and halfway across the ceiling. It's all too easy to watch 20 minutes' worth of laborious inching through a level go plummeting down the pan because of a clumsy sprite.

Claymates is a killer to complete, so at least in that respect you'll get your money's worth. But be warned: you'll have to have the patience of a saint to do it. When the going gets tough, the tough go slower.

JAMES

NAYS
The level design seems hopelessly random at times. The line between addiction and frustration is crossed far too easily



Claymates

Looks

- The Claymations stuff looks great, but the backgrounds let it down

Sounds

- Great bubbly tunes with FX to match. There's no 'kill music' option, though

Gameplay

- Tough and frustrating. Starts off easy, but soon develops into a hair-loss situation

Lifespan

- Annoying gameplay, but you'll get a lot of play out of it before you give up

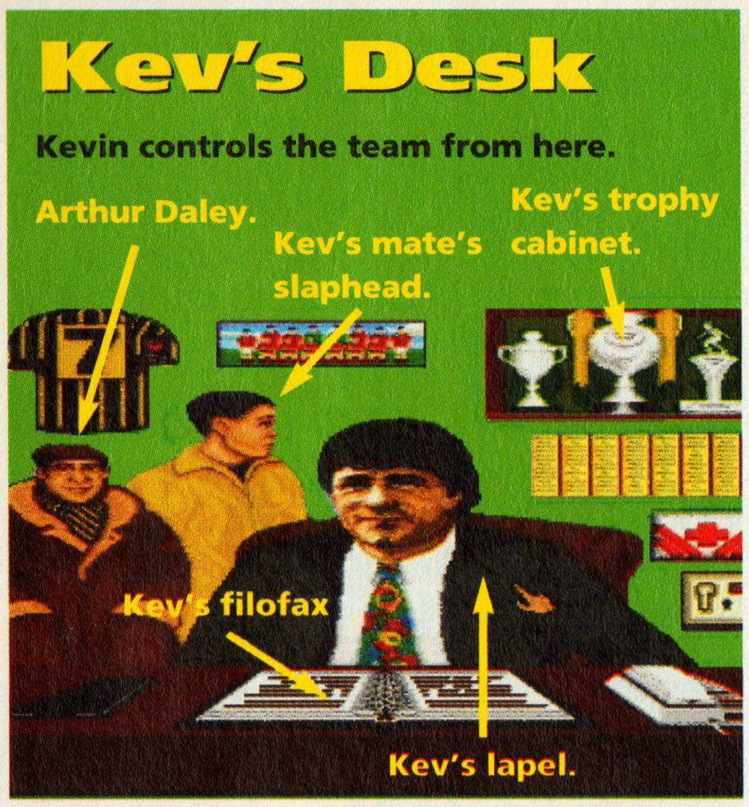
The bottom line

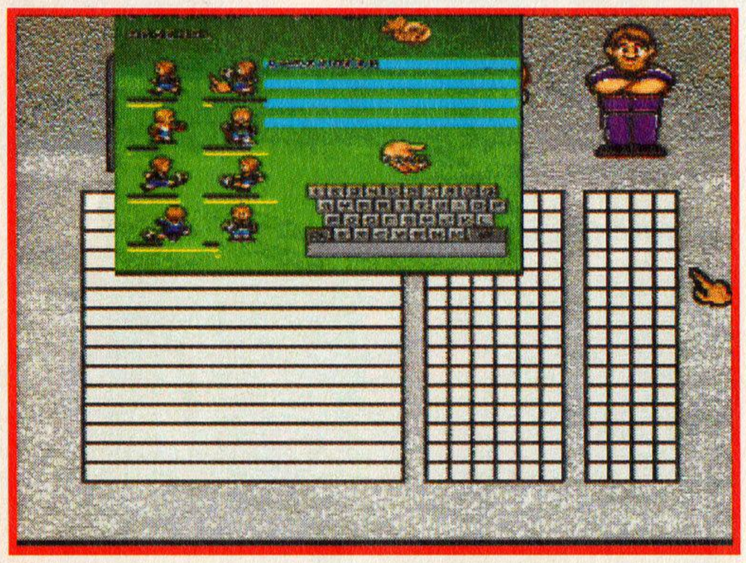
"This is a tough and challenging platform game with plenty of variety, but sloppy level design stops it from reaching genuine classic status"

- Levels 25
- Difficulty ..... Hard
- Continues ..... Infinite
- Release date November

Final score

77%





Here you can change the different players' names and attributes.

KEVIN KEEGAN PLAYER MAN



For Super NES (1 player) From Anco Price £45

Managing a team of highly talented and skilled individuals... is something Frank O'Connor knows absolutely nothing about.

Look, I'm sorry. I can't resist it – Player Manager is a game of two halves. Phew, I'm glad I got that off my chest.

The game is divided into a management section and a match section. The management section looks at first to be as comprehensive as Grange Hill. As well as picking your team and buying and selling players, you have to keep an eye on the financial side of things, decide on tactics, send scouts to look for new talent and wear lots of cheap jewellery – well, okay, that last bit's optional.

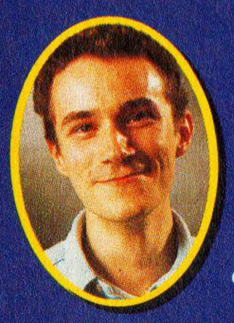
On the match side, there are three divisions and in each season you have your league matches to be played every Saturday, plus two cup games which are played midweek.

GOALS
You're involved with all aspects of footy management. Battery means you can switch off mid-game

Your decisions as manager affect the outcome on the pitch. You can either watch the match or take part in it – these sequences are played out using Anco's own Kick Off. If you do take part in the match, your boardroom decisions will still affect your team's performance, so even Kick Off veterans might find the going tough if their team's not up to scratch.

The controls and selection screens are simple to use and logically thought out, making the game easy to get to grips with. But after a while you begin to realise that your options

BATTLETOADS IN BATTLEMANIACS



For Super NES (1-2 players) From Tradewest/Rare Price £45

'What's green and slimy?' asks Frank. 'No idea,' says Chris. 'Right, you'd better review Battletoads and find out, then,' says Frank.

Spot the odd one out...

1) Battletoads is a simple platform beat 'em up which works well as an eight-bit NES game.

2) Battletoads is a simple platform beat 'em up which works well as an eight-bit Game Boy game.

3) Battletoads is a simple platform beat 'em up which works well as an eight-bit SNES game.

Yes, it's number 3, isn't it?

Why? Because the Super NES – so-called because of its technical superiority to the NES – is a 16-bit console, not an eight-bit console. So Super NES Battletoads, as a simple platform beat 'em up, doesn't work well at all.

Okay, that's a bit harsh, but what are Rare playing at? After Snake, Rattle 'n' Roll and Solar Jetman on the NES, it's only

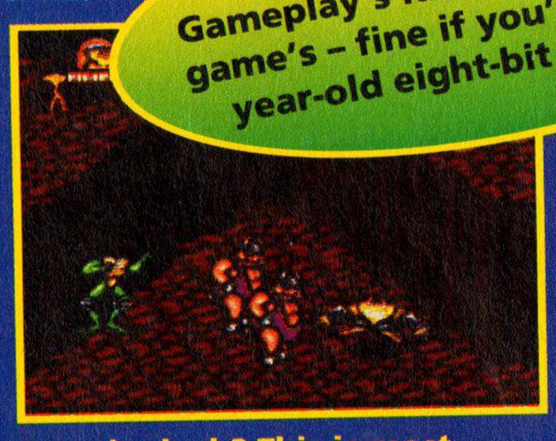
TURDS
Gameplay's identical to the NES game's – fine if you're an eight-year-old eight-bit console...



Gosh, two dragons. Aren't they... a bit on the crap side?



This hoverbike section is so frustrating that you'll scream.

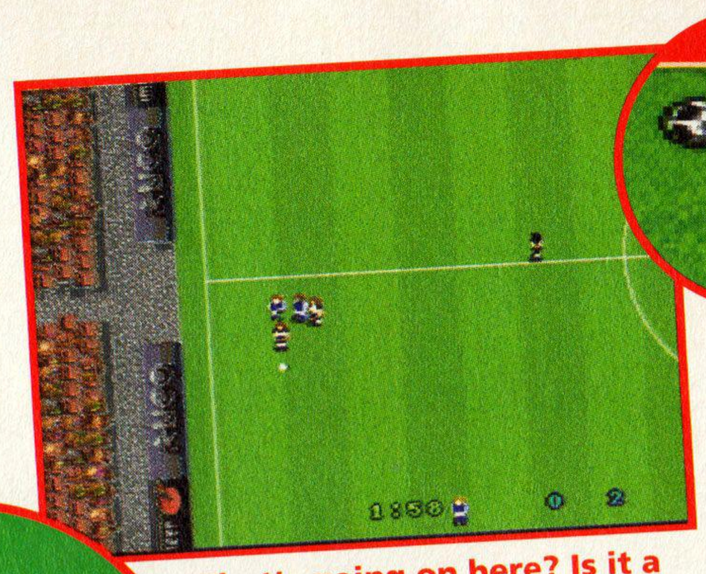


Squashed, eh? This is most funny. The first time you see it.



That Battletoad is the *butt* of all the jokes. Oh dear, I'm sorry.

NAGER



What's going on here? Is it a fight? Go on, 'ave 'im!



On this screen you can transfer players. Where's Lou Macari with his bag of dosh?

are actually pretty limited. The transfer market and training schedules, for example, are farcically simplistic. You just don't feel fully in control.

Most people think of football management sims as one step up the evolutionary ladder from text adventures. Player Manager is a fairly decent attempt to make them a bit more interesting, but it's still pretty static. Even Kick Off is showing its age. I can't see it being much of a crowd-pleaser, myself.

CHRIS

FOULS
Some irritating limitations on your managerial decisions. The whole thing is annoyingly slow at times



It's a football pitch. With players on it. I think that says it all, don't you?

Kevin Keegan's Player Manager

Looks
- Minuscule icons and inconsistent styles, but generally bright and cheerful

Sounds
- The normal Kick Off whistles and crowd noise plus a pretty forgettable theme

Gameplay
- At first it's quite good fun leading your team to victory every now and then

Lifespan
- Not enough substance for true footy fans. Not enough action for anyone else

The bottom line

"Football management sims have the mass appeal of subtitled French films about train-spotting. Player Manager is one of the most playable, but it's still for fanatics only"

- Levels ..... N/A
- Difficulty ..... Variable
- Continues ..... Battery
- Release date .. Out now

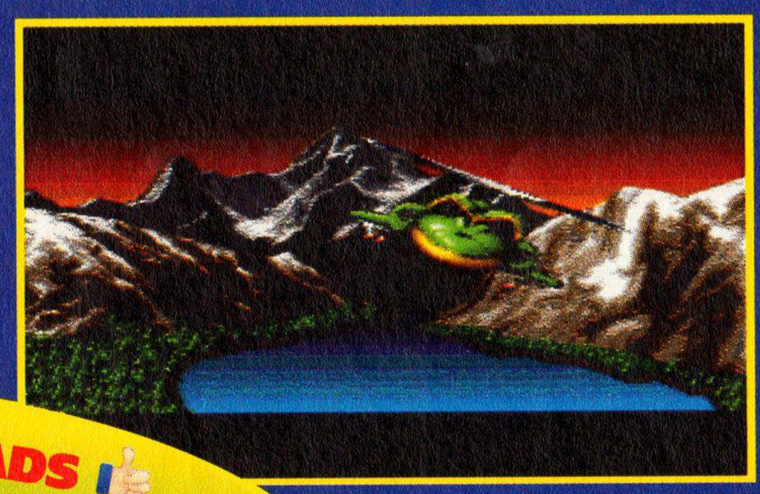
Final score
60%



No, don't look at the mirrored floor. You can see straight up my pants.



The 'Toads' hands turn into oh-so-funny weapons like this mallet at odd moments.



The toad-chopper soars over its first target.

TOADS
As pretty a Super NES game as you'll see. Two-player 'Toading is a laugh – for a while

natural to expect great things of them on the Super NES.

True, Battlemaniacs is one looker of a cart, but the gameplay is practically a carbon copy of the NES version. There's the 'walking along and bashing creatures' bit, the 'descending a stupidly deep shaft' bit, the 'leaping over hurdles in your speeding hoverbike' bit, and so on.

And, just like the NES and Game Boy versions, it's frustratingly tough. It's also stupid, in that combat with enemy creatures chips away at your energy bar, but if you get nudged off a platform you lose a whole life. (And with a game this tough, lives are pretty bloody precious, I can tell you.)

Battlemaniacs certainly has 16-bit graphics, but the gameplay hasn't evolved at all from the NES version. It's a bit like having a big flash American sports care with a Reliant Robin engine in it – in other words, a complete waste of time.

JAMES

Battlemaniacs

Looks
- The parallax on the bonus section has to be seen to be believed!

Sounds
- Not up to the standard of the visuals: toad-tunes get annoying after a while

Gameplay
- Undemanding, frustrating and mindless. Any novelty value soon wears off

Lifespan
- The graphics are tempting, but its inanity soon kills the desire to continue

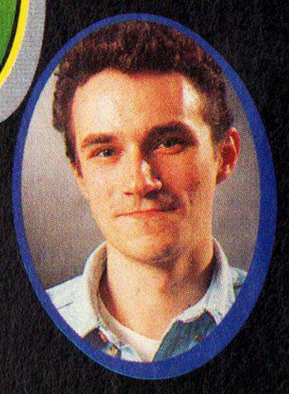
The bottom line

"Visually one of the best Super NES games around, but there's too much emphasis on looks and not enough on gameplay – it's no more advanced than the NES game"

- Levels 12
- Difficulty ..... Very Hard
- Continues 3
- Release date . Out now

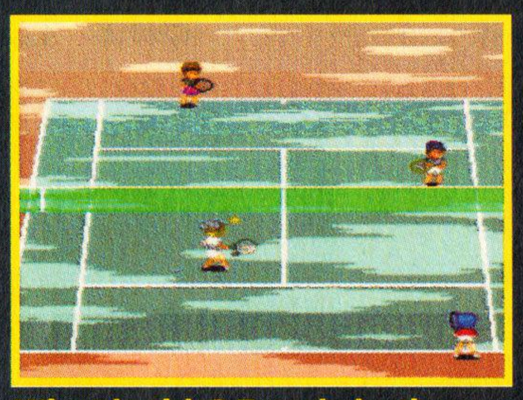
Final score
68%

SNES ROUND-UP

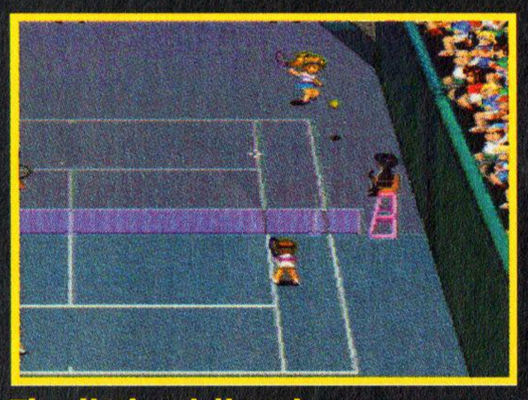


Chris Buxton sighs in resignation and delves into another collection of Super NES titles destined to remain in obscurity.

Super Family Tennis



What is this? Tennis in the fog? Well, it's different...



The little girlie tries a quick backhand pass.



This court's on top of a mountain. Honest!

Aaah! Ain't it sweet! Cute little guys 'n' gals, frolicking on a variety of pretty tennis courts, lobbing, slicing and serving without a care in the world.

Yes, Super Family Tennis is a very 'sweet' tennis game. And it's also a rather good-looking one. Namco have spiced up the backgrounds by plonking ordinary tennis courts in lots of different settings – in front of a temple, on a beach, on the top of a mountain, inside a country club, and so on.



Beneath the novelty exterior lurks a playable but uninspired tennis sim. The controls are basic, the players are too slow and the whole game doesn't have the versatility (or the polish) of Super Tennis, the best Super NES tennis game. You can play four at once if you use a multitap adaptor, but Jimmy Connors Tennis has the same option and it's a better game.

Super Family Tennis is a fairly nice game but unfortunately it's just too basic to compete with the two big boys of Super NES tennis. **CHRIS**

GREY IMPORT

Super Family Tennis

From Namco Price £50

Looks
- Cute and funny, with lots of variety and some lovely touches

Sounds
- Plinky-plonky themes and jingles. Okay effects. Excellent speech

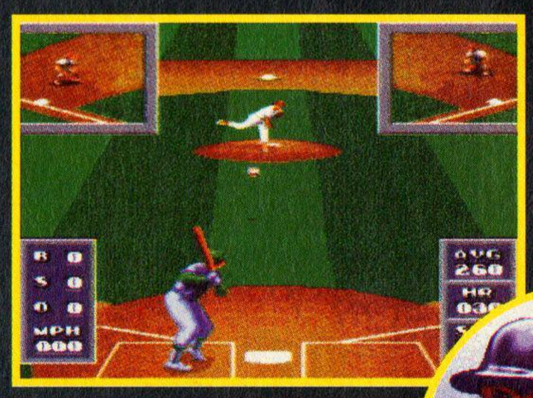
Gameplay
- Plays a good, basic game of tennis, but it lacks sophistication

Lifespan
- With four players is great fun, but the solo game hasn't got enough variety

The bottom line
"Competent tennis game with lots of quirky graphical touches but not enough scope"

Final score
75%

Cal Ripken Jr Baseball



And heeere's the pitch on this dull old screen.

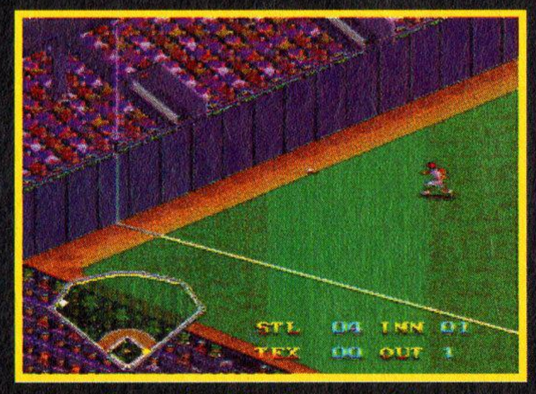


This is a section of the scrolling outfield. It's nicely animated and does its job.

Cal Ripken Jr is apparently a big shot in the USA, but quite frankly none of us has a clue who he is. This might as well have been called Calvin Klein Baseball. (Mind you, Calvin Klein Baseball would be a bit odd – all the players would be wearing just pants and aftershave, and instead of saying 'Strike' and 'Foul ball', the ref would say, 'Oh, the smell of it!' Or something.)



Cal Ripken isn't a bad effort at baseball. It uses the same old format that every baseball game does (close-up view of the plate for pitching and batting and a wide view of the diamond for fielding). Both pitching and batting are good enough but not outstanding. There's not much variety in the pitching, and trying to hit the ball where you want it to go is just a little too random.



'Play baseball, they said. It's a real man's life, they said.'

Fielding is poor, especially in the one-player game. The computer fielders are always under a catch and you're always nowhere near it. Seems a minor niggle, but believe me, it turns you off the game real quick.

Two-player games are better (as you're both crap at fielding), but they still don't make Cal Ripken Jr anything better than average. **CHRIS**

Cal Ripken Jr Baseball

From Mindscape Price £50

Looks
- Sharp-looking fields and players and some nice animated close-ups

Sounds
- Annoying organ music but the sampled speech is good

Gameplay
- Average baseball game with a few irritating flaws

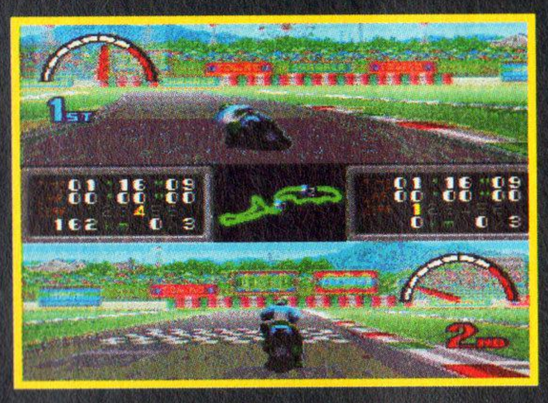
Lifespan
- The league option is good and you can have a two-player game

The bottom line
"Nothing to get excited about. A baseball game that is average in every conceivable way"

Final score
65%

GP1

Why is it that motorcycle Grands Prix are always hidden away on Grandstand between the 3.30 from Haydock and the special report on the manager of the Sudanese water polo team? It's not as if bikes aren't as 'hard' as cars – you've got to be an utter madman to race one.



GP1 goes for the split-screen approach to two-player races. Okay, but it's only one-on-one.

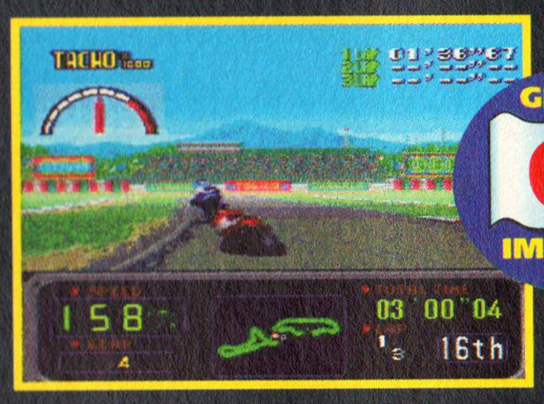


As you'd expect, all the bike Grand Prix circuits are here.

Anyway, GP1 is about the first bike Grand Prix game I've seen, and it's definitely the first two-player bike game, but it's pretty much the same as every Grand Prix car racing game. It's got the same behind-the-car/bike view, the same circuits from around the world and the same repetitive gameplay – accelerate in the straights and take the corners slowly.



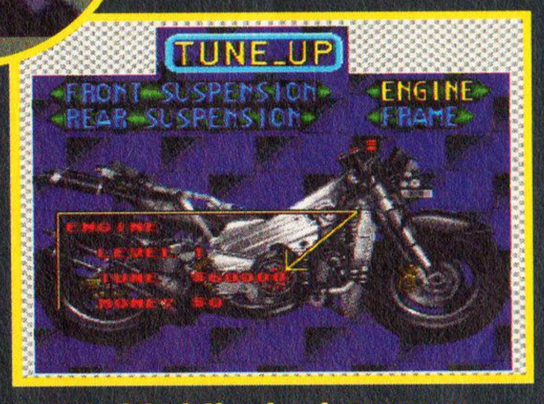
GP1 isn't badly done but it doesn't capture any of the thrills of real racing. There's a full season for one player to race in but you'll get bored after just a few races. **CHRIS**



Yes, this game's got bikes. And a track. And some grass.



Do I have to play this? Can't I just lie down here for a bit?'



Does this bike look crap or does this bike look crap?



GP1

From Human Price £50

Looks
- All quite sharp but really not much of an improvement on the ancient Pole Position

Sounds
- An annoying whiny engine tone and a few jingles are all that's on offer

Gameplay
- A standard Formula One race game with bikes instead of cars. Fairly playable

Lifespan
- The races are very repetitive and a whole season is a real chore to play through

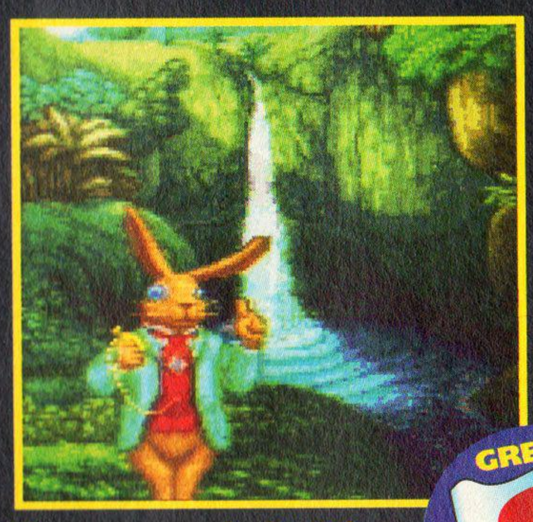
The bottom line

"It's a two-player bike game – you race around tracks and that's it. Don't expect to get too excited"

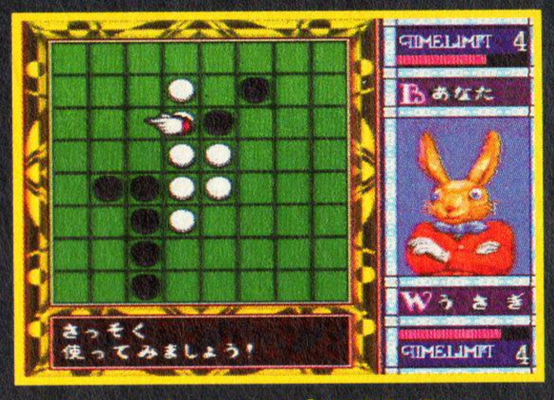
Final score

60%

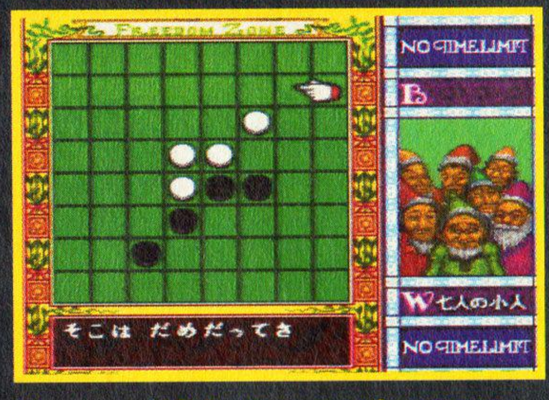
Othello World



Floppy-eared git. Who does he think he is?



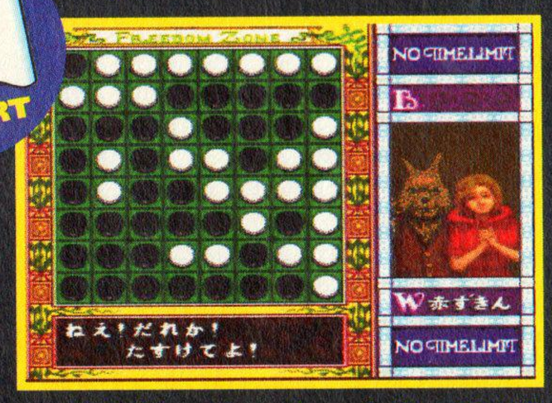
'Squeek, squeek!' Mr Bunny ponders his next move.



Hey, not fair. Seven dwarves against one dashing reviewer.



Mr Bunny introduces your opponents in Othello. Hmm...



Red Riding Hood and the Wolf are a bit chummy, aren't they?

Othello is an ancient yet timeless game. Generations have adored its marriage of astonishing simplicity and strategic depth. So, would someone please explain to me what the designers of Othello World were thinking of? The basic Othello game is excellent and the difficulty is well graded, but for some reason known only to the programmers (and their psychoanalysts), your opponents are selected from the world's fairy tales: The Seven Dwarves, Pinocchio, the Cheshire Cat and Little Red Riding Hood, among others. And there's a rabbit acting as the game's emcee.

Lord only knows what's in store on the later levels. Perhaps we can look forward to a visitation from the massed ranks of the Munchkins from The Wizard Of Oz, singing 'Follow The Yellow Brick Road'.

Still, despite all this fairy-tale frippery, Othello World plays a decent game. It just seems out of place on the Super NES and rather a lot to pay for a few computer-controlled opponents. **CHRIS**

Othello World

From Tsukuda Price £45

Looks
- Yes, it's that old favourite, Othello, in all its black-and-white glory

Sounds
- A few effects and some instantly forgettable tunes

Gameplay
- Othello is a great game if you like it but it's lost on a console

Lifespan
- Not that many opponents but there is a two-player option

The bottom line

"All very nice but all very pointless. Classic board games just don't work on consoles"

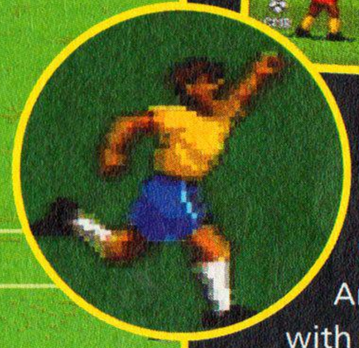
Final score

45%

Super Formation Soccer II

GREY IMPORT







The penalties are fun... For at least two minutes or so.



Those ratings don't seem to affect the game much at all.

'No, he chinned my boot, ref!'

Human seem to specialise in churning out mediocre multi-player games. First there was Super Fire Pro Wrestling II and now there's Super Formation Soccer, which is a four-player sequel to Super Soccer.

And all it is is Super Soccer with four players.

Super Soccer is incredibly basic compared to the likes of Striker and the soon-to-be released Sensible Soccer. The players are slow to collect the ball and even when they've got it there's not a lot they can do with it – they've got a couple of kicks and they can bend the ball, and that's it.

Super Formation Soccer manages to be even worse than Super Soccer. When four players are trying to fit on screen at once it's confusing and, well, just a bit crap. Unless you adored Super Soccer, don't even think about this one. **CHRIS**

Super Formation Soccer II

From Human Price £45

Looks
- Dismal. The players look rubbish and you can't see behind the ball at all

Sounds
- Several toe-poke sounds and a ridiculous South American 'Gooooooooal!' scream

Gameplay
- Crappy arcade football. No chance of a fair game – or a decent one, for that matter

Lifespan
- Well, there's a cup (which is crap) and the four-player option (which is also crap)

The bottom line

"Bears no resemblance to real footy and the four-player option doesn't make it any more fun"

Final score

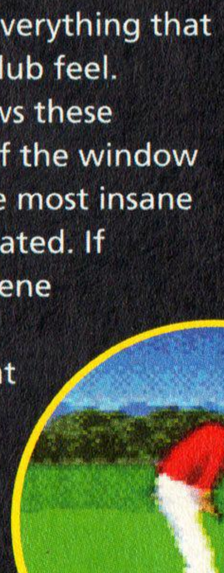
44%

Devil's Course

GREY IMPORT

Most Super NES golf games are perfectly happy to have a bash at simulating real golf courses and trying to give everything that authentic country-club feel. Devil's Course throws these sensible ideas out of the window and puts you on the most insane golf course ever created. If Salvador Dali and Rene Magritte (hatstand artists) had a bash at making a golf course, this is what they'd come up with. Some of the holes have huge rocks floating above them, there are huge walls of granite all over the place and there are even holes on the top of gigantic hills.

Devil's Course has the same game mechanics, controls and what-not as the True Golf Classics range, which was designed to handle very accurate models of real-life courses, but it doesn't really work that well on this giant-sized game of crazy golf. Perhaps if it had simpler controls it would have been more fun and more playable, but as it is, it's just stupidly hard and far too frustrating to be enjoyable. **CHRIS**



How am I meant to get the ball up there? Oh, I give up.



Okay, this hole looks quite normal, but the others are more tortuous than a Spanish Inquisitor with a blunt hedge trimmer.

Devil's Course

From T&E Price £45

Looks
- The course is drawn using 3D polygons and is very effective, thank you very much

Sounds
- There's a very irritating high-pitched TV-style theme and some average FX

Gameplay
- The game uses the capable True Golf Classics engine, but on a dreadful course

Lifespan
- Getting a par round is a serious challenge but I don't who could be bothered to do it

The bottom line

"Like a full-size, 18-hole game of crazy golf. It's quite unplayable and intensely frustrating"

Final score

43%

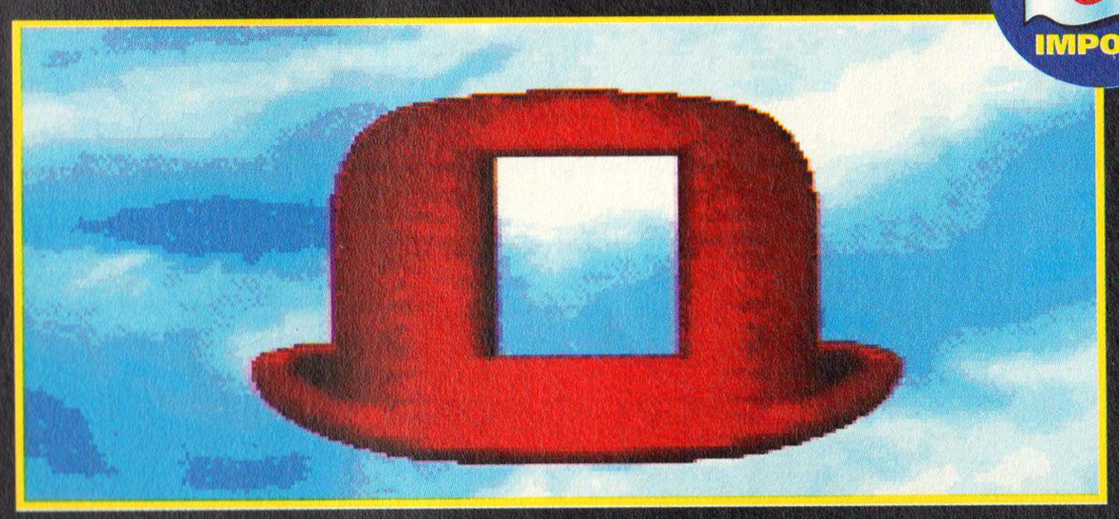
Toys

Toys is crap. I hate Toys. If there's one game that I wouldn't want if I was stuck on a desert island, it would be Toys. In fact, given the choice between eternity on a desert island with an assortment of Nazi war criminals or a game of Toys I'd probably go for the desert island. Some things in life are sent to try us and Toys is one of those things.

Utterly devoid of gameplay, Toys takes game design to a new low. I would attempt to describe the first level but I fear that some readers might be tempted to buy the game if I did so I'll do the decent thing and leave the unmentionable unmentioned. If I had my Oxford English Dictionary Of Unfeasibly Rude Words handy I could come up with a fitting description of Toys, but it was swiped from my desk. Please don't get this game. You'll regret it. For the rest of your life. **CHRIS**



Is that clown vomiting? Yes, he knows he's in this game.



This picture of a bowler hat is possibly the most entertaining thing in Toys. No, I tell a lie, it *is* the most entertaining in Toys.



That's right, drop the box, you *&$*£$*%@!



Dropping ducks on the floor. Oh how amusing, how funny.

Toys

From Absolute Price £45

Looks
- Remember, don't judge a book by its cover. But this is as crap as it looks

Sounds
- Oh dear. Who wrote that tune? And those effects? Oh dear, oh dear

Gameplay
- Oh hah ha, ha ha, ho, hah ha. Waa ha ha, hee hee hee...

Lifespan
- ... Ha ho, hah hah wa ha, ho ho. This has to be a joke, doesn't it?

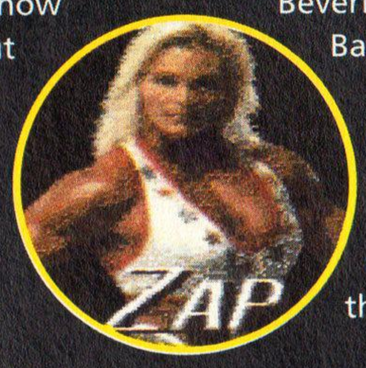
The bottom line

"Takes Super NES gaming to new lows. Take our word for it, okay? Whatever you do, don't buy it"

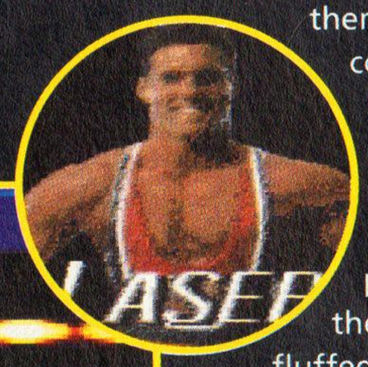
Final score 7%

American Gladiators

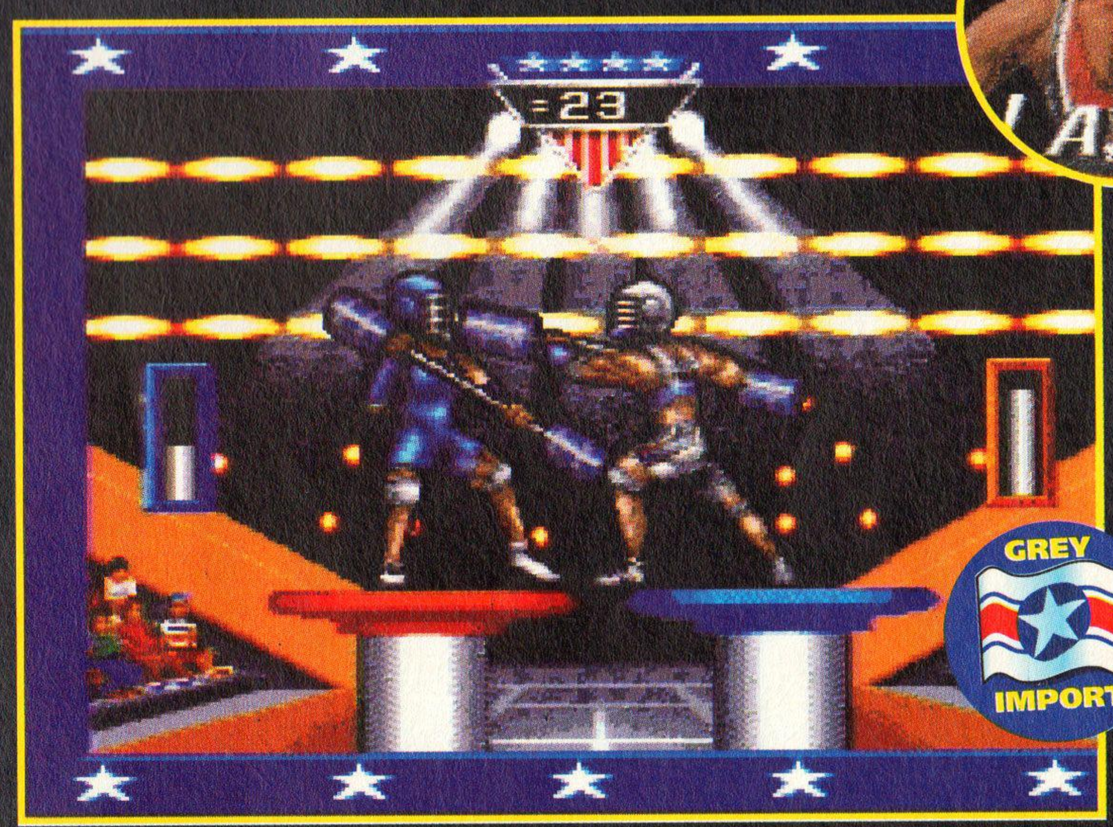
The Gladiators TV show was a big hit about a year ago and was an almost exact copy of the original American TV show. The only reason people enjoyed watching it was that it was better than Beverly Hills 90210 or Baywatch. Just.



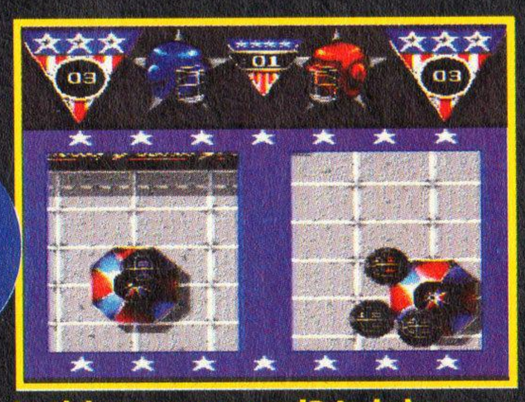
This game is based on that show and it's complete crap. I'm sorry, but there's no other way of putting it. All the 'classic' events are there – the Pugelsticks, the Wall, the Atlaspheres and a few others – but there's no skill involved in them whatsoever. The controls are universally tragic and make the game even less enjoyable. It's not even redeemed by the two-player game, because the dumb programmers fluffed that up as well – you have to take on umpteen boring computer opponents before you get to play each other.



There is one good thing, about American Gladiators, though: it isn't going to be released officially over here. Hurrah! **CHRIS**



Wow, it's just like Street Fighter II. Well, they both come in boxes.



Is this game good? Is lobotomy fun? Is the Pope Jewish?

American Gladiators

From Gametek Price £45

Looks
- Not that dreadful but you're never going to get bowled over

Sounds
- It's got one of the most hideous tune ever heard on the Super NES

Gameplay
- Lots of awful games, all of which have appalling controls

Lifespan
- I can't see anyone playing it much, if at all. Face it, it's just rubbish.

The bottom line

"A hopeless collection of little 'events' from the TV show. Words cannot convey its crapness"

Final score 6%

AMERICAN FOOT

He may be a bit of a squirt, but our Chris knows a thing or two about American football. Below, he explores the ins and outs of the game and on the following three pages he samples the gridiron titles available for your Nintendo.

Special teams

Special teams are involved in everything to do with kicking: kick-offs, extra points and punts. Players come on especially to take kicks and catch them. A good special team can get extra yards on a kick or on the return of a kick – vitally important in a tight game.



This is a punt. The offense hasn't moved the ball 10 yards so it kicks it downfield to move the other side back.



Kicking a field goal scores three points. It's easy close to the posts but darned tricky when further away.



The game starts (and restarts after a score) with a kick-off. Put the ball as far into the other team's half as possible.

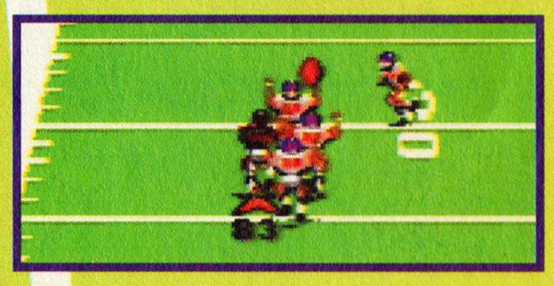
Defense

The job of the defense is to stop the opposition moving the ball (and scoring). The defensive line fights it out with the offensive line and the rest of the defenders follow and harass the receivers, runners and quarterback.



The defense is set up in a good general 3-4 formation – three in the defensive line and four linebackers behind them.

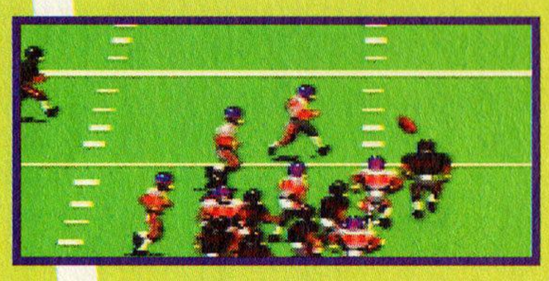




If the defenders can catch a ball intended for an offensive receiver it's an interception.



If the defense tackles a runner with the ball in his own end zone it's a safety – two points.



Defenders can force runners to drop the ball (a fumble) by tackling them, and then grab the ball themselves.



Here, a defender's tackled the quarterback behind the line and before he's had a chance to pass. This is called a sack.

Offense

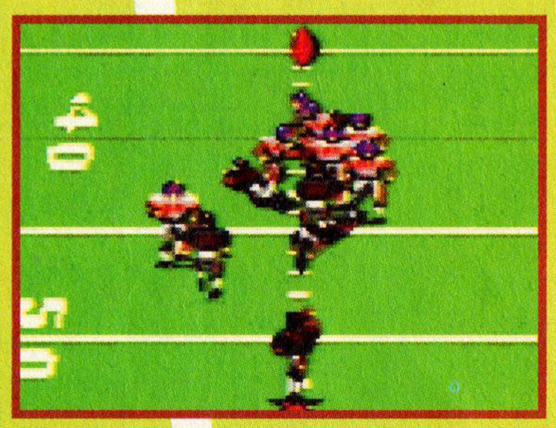
Offense is the main way that teams put points on the scoreboard. When on offense a team has four attempts, called downs, to move the ball 10 yards. If they do that, they get another four downs and can keep going till they score or fail to move the ball 10 yards, at which point the other side goes on offense.



The offense has a lot of plays to choose from. Most playbooks show the routes that the receivers and runners will follow.



To confuse the defense, the quarterback can run himself and then choose to pass if he sees a receiver ready.



The quarterback drops back a few yards while the offensive line protects him. Then he throws the ball over them.



In this running play, the running back is going left as his offensive line holds up the marauding defenders.



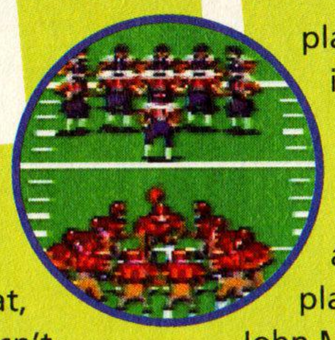
The sole receiver (in black) makes it into the end zone ahead of the pack of defenders and the ref signals touchdown.

BALL

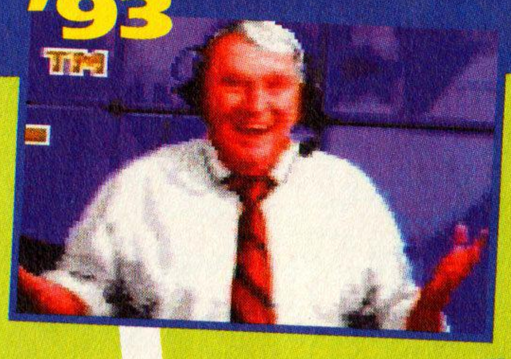
John Madden Football '93



Make a great tackle or a sack and the defenders celebrate.



Madden was massive on the Mega Drive, and rightfully so. It's a superbly designed American footy game which set a standard that, three years later, still hasn't been topped. The viewpoint is almost perfect, letting you see far enough down the pitch to judge runs, and the pop-up boxes make passing easy too. Controls are great: there's no selecting receivers and you just press a button to go to the one you want. There's a huge number of plays to choose from, including fakes, options and flea flickers, and you've got all 28 NFL teams to play with. For anyone who wants to play American football, John Madden is the only choice – it fully captures the real game's mixture of strategy, tactics and physical skill. There's no league system (just play-offs) but if you're playing against another US footy fan you won't worry about that, and the animation is quite mucky, but Madden is still an unbeatable game.

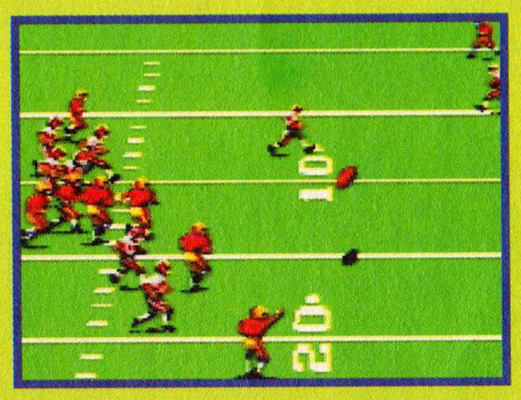




'Nee-ner-nee-ner.' PLayers even get injured in Madden.



At the snap, the offense is in an 'I' formation, ready to run.



Breaking right, the QB slams a pass to an open receiver.

John Madden Football '93

From EA **Price** £40

Looks

- Super viewpoint and things do look nice, but the animation is very jerky

Sounds

- TV jingles and tunes, and commentary for touchdowns, fumbles and interceptions

Gameplay

- The best American football sim yet. Realistic, playable and quite scrumptious

Lifespan

- Superb two-player game and plenty of teams for solo players to go up against

The bottom line

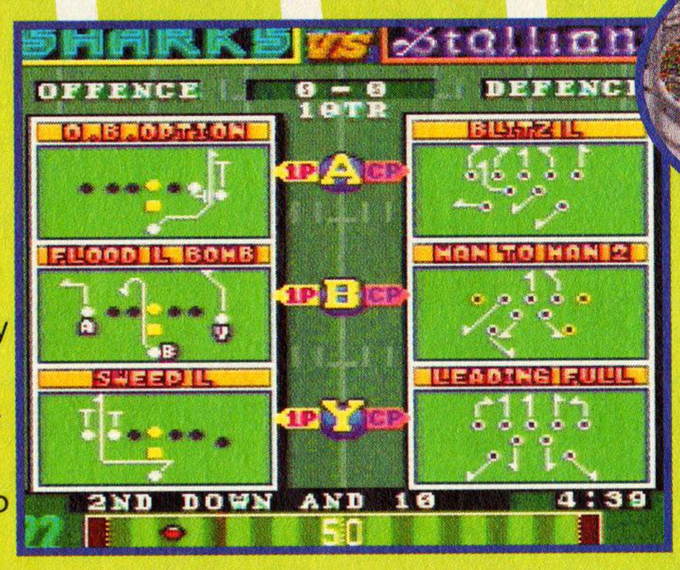
"The perfect American football game? Well, not quite but Madden's the best one on Nintendo"

Final score

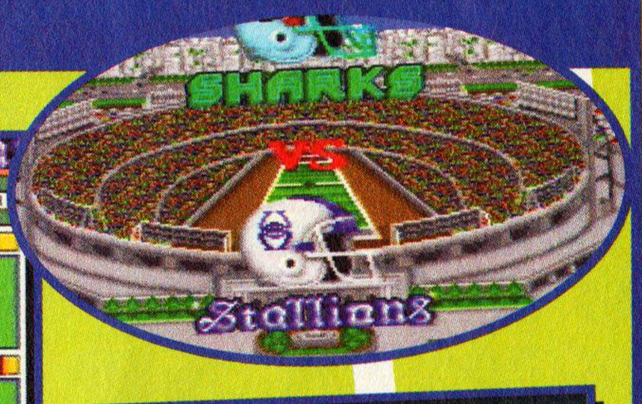
86%

Ultimate Football

Ultimate Football takes an arcade-style approach to the grid-iron, with the action viewed from side-on and the pitch rendered in Mode 7. You get to choose a formation and a specific play when you're on offense, and a formation on defense. Passing is fairly awkward but it works – you press a button to call up a strength meter and then press another button when it's at the right level. The whole game's very simple to pick up and for the first few plays you'll probably think, 'Wow, this is the best American footy game ever'. But as soon as you've got the hang of it, the flaws begin to stare you in the face. Passing is very hit or miss, and. tackling is similarly haphazard – once an opponent is past you it's almost impossible to catch them. Things get better in a two-player game, but mainly because your opponent isn't as infallible as the computer.



Play selection's done here but you don't know which of the three your opponents picked.



Ultimate Football

From Tradewest **Price** £45

Looks

- The Mode 7 pitch looks nice and is uncluttered. The players are good, too

Sounds

- A few dinky jingles but nothing particularly good. Sound effects are okay

Gameplay

- An easy game to pick up and good fun, but it lacks depth and passing is haphazard

Lifespan

- Lots of teams to play against but the basic game doesn't have enough scope to last

The bottom line

"Instantly playable but almost instantly forgettable too. Passing is poor and it's just too shallow"

Final score

71%



The quarterback's gone to pass but a linebacker has nipped in and batted the ball down.

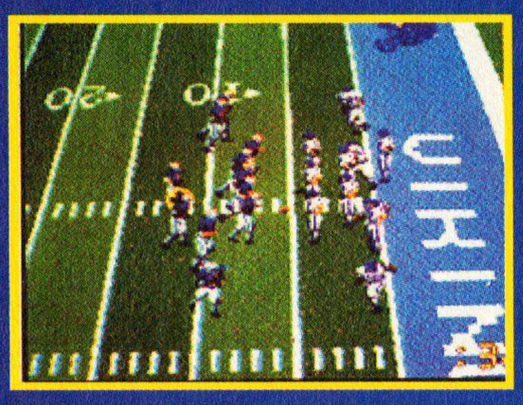


Kick-offs in Ultimate Football use a moving power bar and an arrow to choose direction.



Back near his own end zone and with defenders closing in, the QB's about to be sacked.

Five carts to look out for



Konami's NFL Football has the official NFL licence so it should be worth a look.



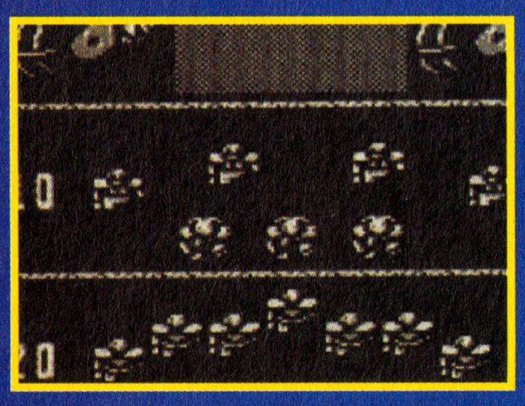
Capcom's MVP Football uses the same viewpoint as Madden and looks impressive.



Monday Night Football is from Data East and has a Mode 7 pitch, although we don't know much about it.



NFL Quarterback Club is from Acclaim and has the biggest graphics we've seen on any American footy game.

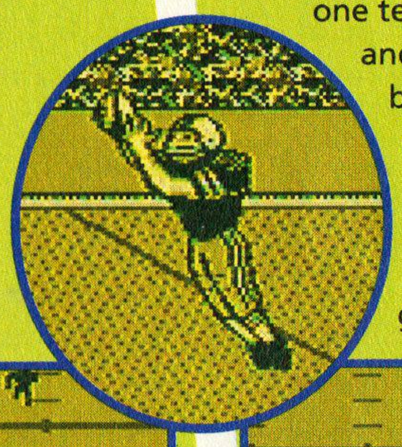


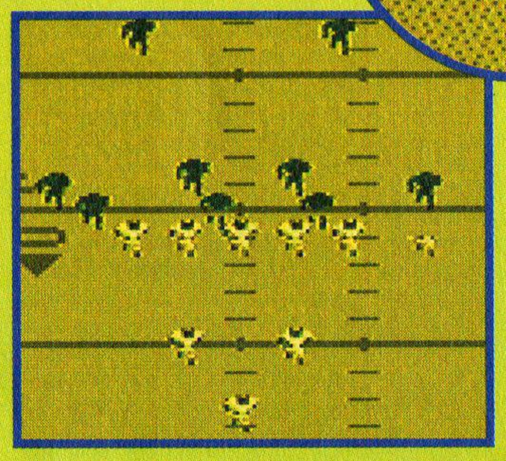
John Madden Football. A complete change of view for the Game Boy, but will it damage Madden's gameplay?

Bo Jackson

From the start, Bo Jackson doesn't look as impressive as Tecmo Bowl, but the gameplay is a lot better. There's a host of plays for both offense and defense and they all work as you'd expect. Out on the field the players feel sluggish but once you get used to their lack of speed you'll find it makes for a much better game – you can think on your feet and react to the plays whether you're on offense or defense. This all means that you can play a great game of football (as long as you don't mind the stick-man graphics). Sadly, there's only one team to play against and it's far too easy to beat, but if you've got a mate with the cart you can link up your Game Boys and play a superb two-player game. And the cart has a Bo Jackson baseball game on it as well, which plays even better than the football game. Great value if you want both.







Stick-man graphics look basic but work very well.



The player you control is highlighted by a circle.

Bo Jackson

From T•HQ Price £15

Looks
- Basic stick-men and dull fields for both the football and baseball games

Sounds
- Passable tunes but they get to you after a while and you can't turn 'em off

Gameplay
- Good stuff, with lots of scope for tactics. Baseball's nice, too

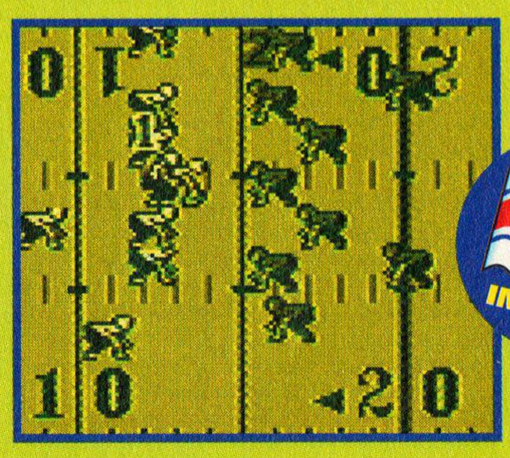
Lifespan
- Nice-playing game but only having one opponent really spoils it in the long term

The bottom line
"Plays a good game of footy but without a two-player link-up you'll soon get bored"

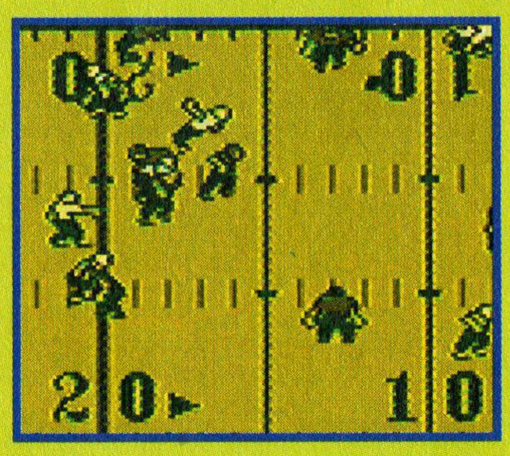
Final score 76%

Temco Bowl

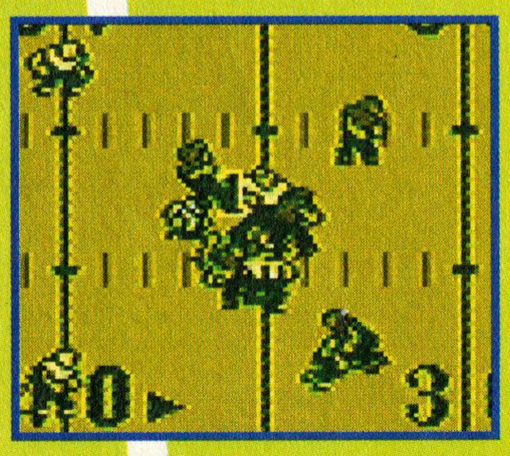
Tecmo Bowl views the field from the side and looks very impressive at first glance. Controls are good and not that complex – offensive plays are easy to execute and passing is lovely – but defense is hit 'n' miss and the computer is annoyingly good at intercepting your passes. Tecmo Bowl looks and feels a lot better than it is. You feel useless on defense, which is, after all, half the game, and although offense is much better, everyone knows that it's good defenses that win games. Tecmo Bowl isn't much of a winner.



Here's the snap and there's your QB with a '1' over him.



Drop back, press B to switch receiver and A to pass.



Your running back is trapped in this mess of players.

Tecmo Bowl

From Tecmo Price £10

Looks
- Great view of the gridiron and the players are good, too

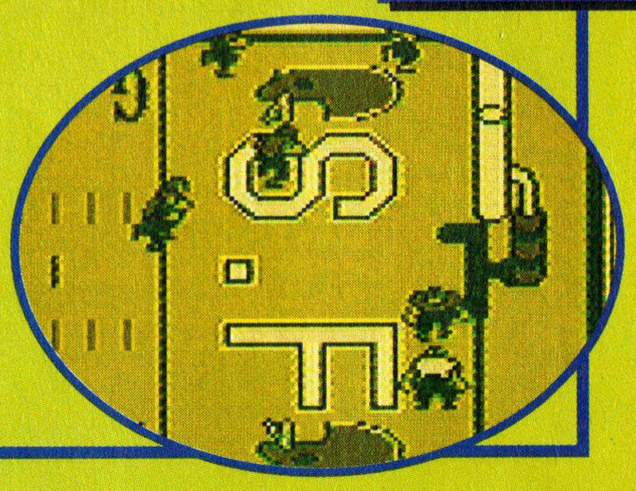
Sounds
- An irritating tinkly theme tune and some fuzzy crowd effects

Gameplay
- A great basic game but it's just too unbalanced to be top of the league

Lifespan
- There are lots of teams to go through but it'll be a chore playing them all

The bottom line
"This would be fab if it weren't for the haphazard defensive plays and too-tough cornerbacks"

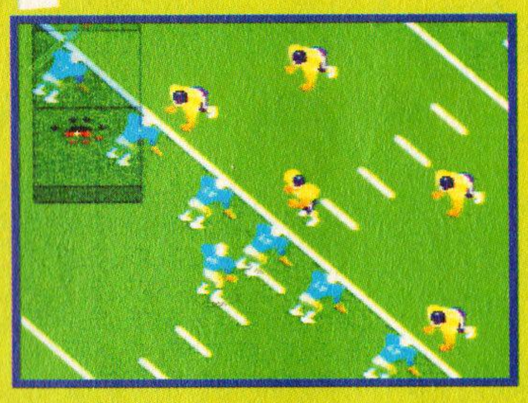
Final score 62%



Thanks to Console Plus (0924 456802) for supplying these games.

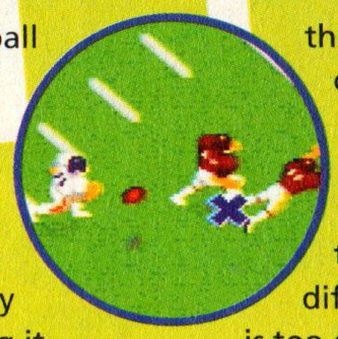
Super Play Action Football

With Nintendo (and an NFL licence) behind this game, you'd expect something good, but Super Play Action Football is really disappointing.



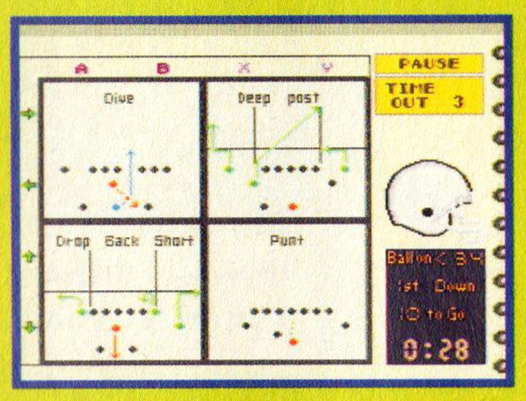
From this shot of the snap it's clear that you can't see much of the pitch in SPA Football.

For a start, the view of the action doesn't let you see far enough up the field, and all the players move awkwardly along diagonals, making it difficult to judge things.

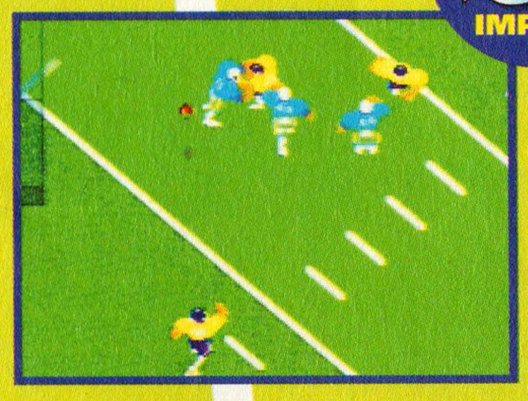


You can play at three levels: High School, College and NFL. High School is simple to pick up but is too basic for more than a couple of games. Things get more challenging on College level, but the flaws in the design show through as the computer opponents get better. By the time you play NFL it's nigh-on impossible to string a series of plays together – passing is too difficult and the opposition is too good. You end up trying to watch the radar and the players at the same time and usually muck up whatever play you had planned. The playbooks are far too confusing as well.

Nintendo have really screwed up here. This game just doesn't have what it takes. **CHRIS**



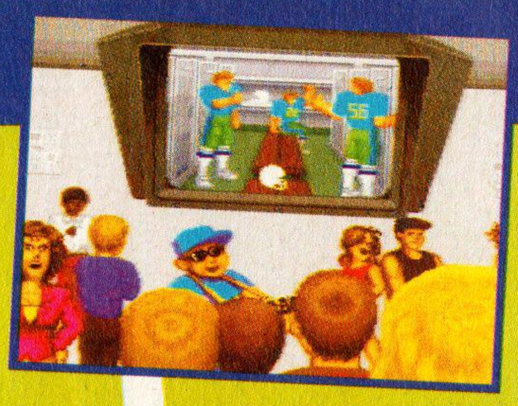
You get four plays on College level and 32 on NFL.



The QB drops back to pass but hasn't a clue where to.



Kick-offs are nice in this game. Something had to be.



Super Play Action Football

From Nintendo Price £50

Looks
- The players and pitch look nice enough but the angle of the view is atrocious

Sounds
- Typical 'hut's and grunts and a few poor, TV-style themes. Not special

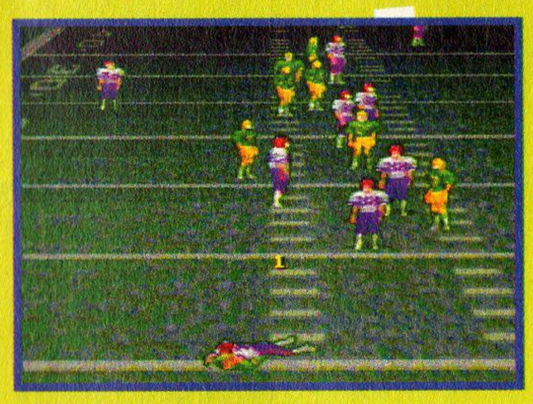
Gameplay
- Lots of plays but passing is lousy and the viewpoint spoils the whole thing

Lifespan
- You can play at NFL, College and High School levels, but they're all pretty crap

The bottom line
"Overflowing with bits that should be really good – but aren't. What a shame"

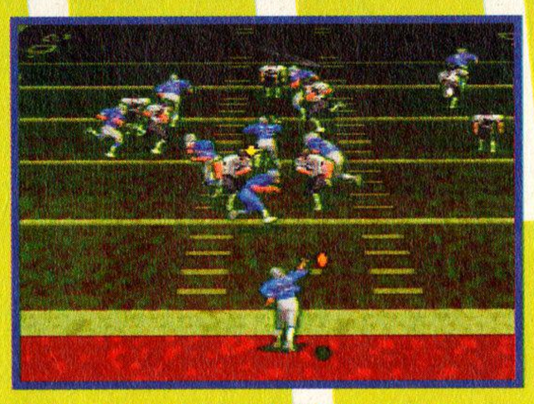
Final score
53%

Pro Quarterback



Why is the other end of the pitch in darkness? And why is the quarterback in tears?

This game would be bottom of the pile in anyone's league. The Mode 7 field doesn't look all that dreadful when you first see it (although the other end of the field seems to be in perpetual darkness) but when you see this game moving you won't be able to stop laughing – it's ridiculously bad. Everything flickers and the players have appalling animation. And lousy collision detection doesn't exactly help proceedings. Oh, and did I mention the useless control system?

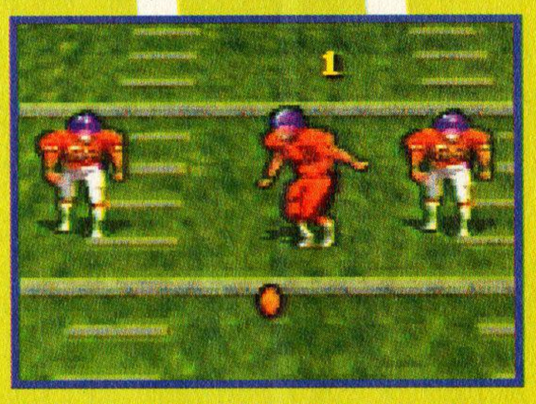


A pass! My God, I've got a play-off. Of course, he won't catch it, but, hey, it's a start.

Pro Quarterback is a catalogue of programming mistakes. A two-player game just doubles the agony. If you have any desire to play an American footy game on your Super NES, don't pick this. Even Super Mario World plays a better game of American Football. It's even managed to get worse with age, so the mark's down on the one it got in SNES Round-up last year. **CHRIS**



'Well, I thought this was John Madden Football too. Damn.'



Just be thankful that you can't see this game moving. The animation is just terrible.

Pro Quarterback

From Tradewest Price £45

Looks
- Some of the worst graphics around on the Super NES. Unremittingly bad

Sounds
- Tedious rowd sounds and the ever-present 'Hut, hut, hut!'

Gameplay
- Thanks to poor controls and indistinct graphics, it's a non-starter

Lifespan
- I just can't see anybody playing it. Ever. In the whole world

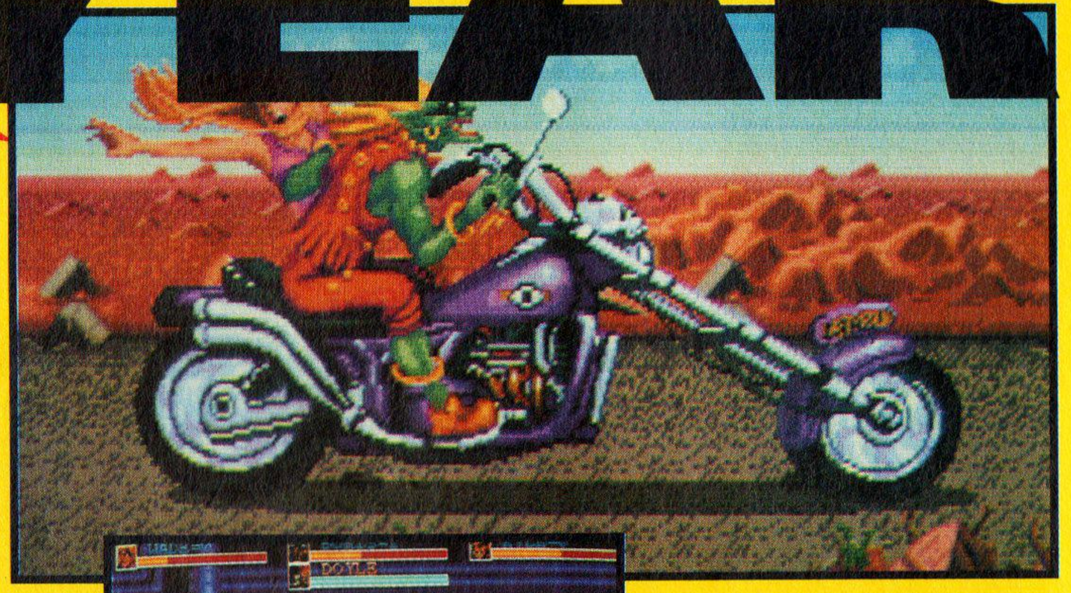
The bottom line
"Pro Quarterback is one of the shoddiest games ever to 'grace' the Super NES"

Final score
17%

Well, there you go, everything you needed to know about American footy on Super NES and Game Boy. And a few thing's you almost certainly didn't.

WIN!

Konami's COIN-OP of the YEAR



How does this grab you? You could win Konami's latest coin-op – which isn't even in the arcades yet! To celebrate the unveiling of their fantastic Zombies game, those cuddly peeps at Konami have stumped up the fantastic Violent Storm arcade machine, worth well over £1000! Not only that, but they've kindly offered to stick it in a metal flight case and are even supplying a monitor with it! That means you don't take up half the space in your bedroom with a gigantic arcade cabinet.

Violent Storm can best be described as Final Fight on steroids. The graphics, as you can see from our screenshots, are fantastic, and the music has to be heard to be believed!

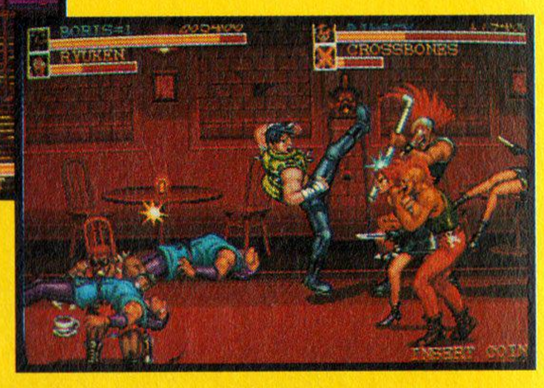
But how do you win this amazing piece of rock-hard video-game technology? Simple. Below, you'll find a list of tricky Konami-related questions. All you have to do to be in with a chance of winning is get every single one correct. Just write down the answers and send 'em to:

KONAMI Kompo, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

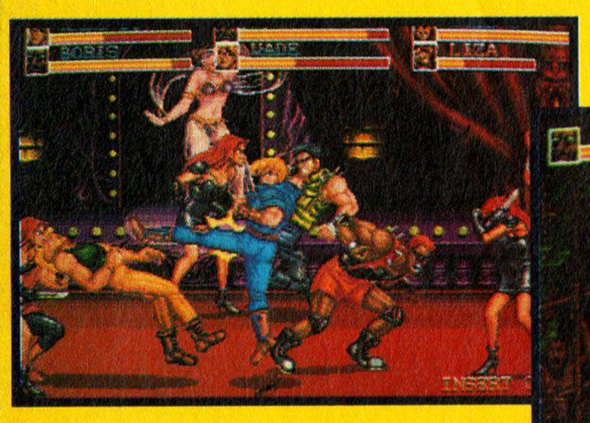
There's a catch, though. Because we'll undoubtedly receive loads of correct answers, we've decided to include a tie-breaker. All you have to do is design a new hero for Violent Storm. It can be a boy, a girl, an alien, or anything you like. Just make sure it's the hardest, meanest, sexiest kung-fu killer you can imagine. So what are you waiting for? Go for it!

Vrrrmm! Vrrmmm! Born to be wiiiild!



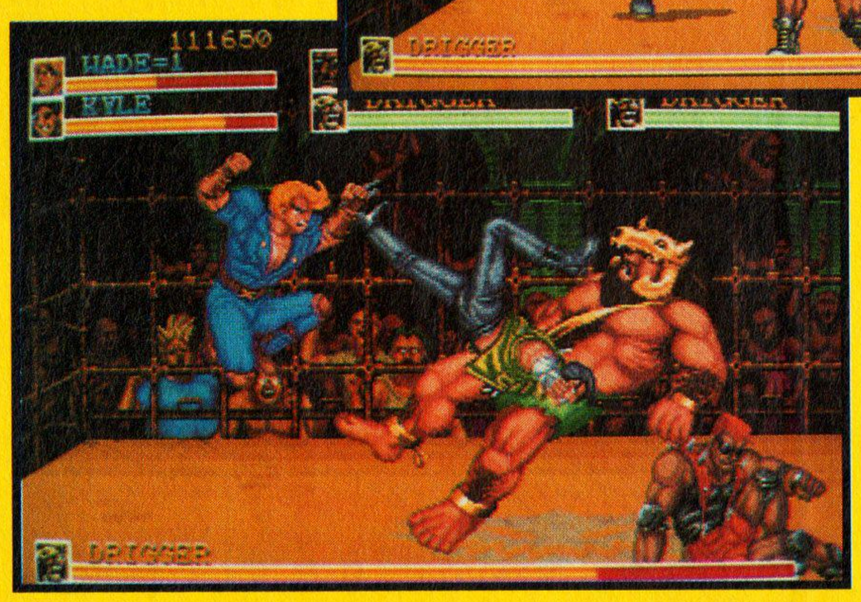


Do you reckon Sigourney Weaver is driving that thing?



Rumble central! This is real action!





Konami Kompo question time

1. What is the name of the hero in Konami's Castlevania?
2. In which country would you find Konami's worldwide HQ?
3. Name any character from Parodius.
4. What is the American title of Super Probotector?
5. Which superhero can be found in a recent Konami Super NES title?
6. Who is the youthful blood-sucker in Konami's latest Game Boy platformer?
7. What was Pop 'n' Twinbee called in British arcades?
8. Name the ancient and influential Konami sports coin-op.
9. Name the Konami Super NES RPG with comedy overtones set in ancient Japan.
10. Which cartoon series is now a Konami game on all Nintendo formats?

Rules: No employees of Future Publishing or Konami, or their relatives or pets, are allowed to enter. Closing date for entries is October 31 1993 – that's Hallowe'en, that is (Zombies – Hallowe'en, see? Oh, never mind). Don't forget to answer all the questions and to design a fab character (you can use a pen,pencil, or anything you like) or you'll stand absolutely no chance of winning. Fat Frank's decision is final. And don't try to bribe him. Unless you're loaded.



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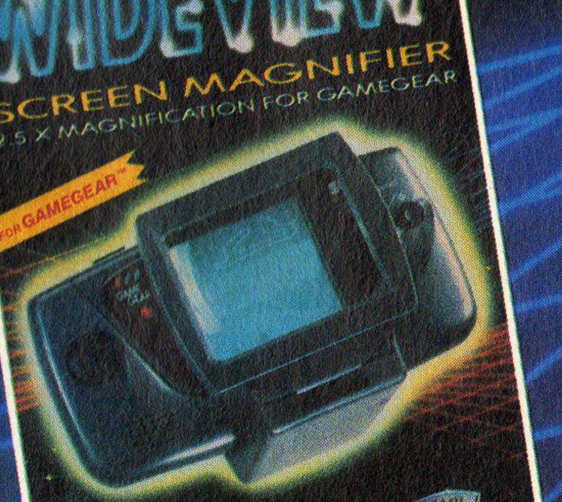


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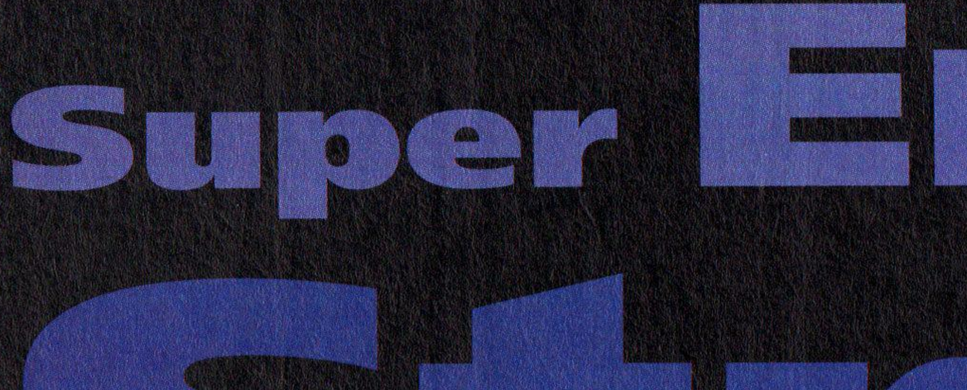
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Super Empire Strikes Back

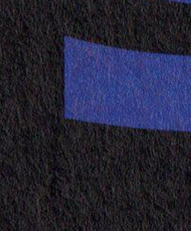
For Super NES (1 player)
From JVC Price £50



Luke takes a swing at Darth Vader. Soon he'll discover that Darth is his father...



The snowspeeder uses a grappling hook to bring the walker to its knees.



Our exclusive preview of one of the biggest sequels ever!

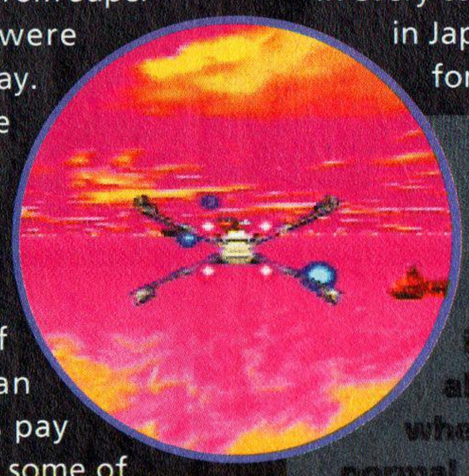
Here it is, folks! The most eagerly awaited sequel since, well, Street Fighter Turbo probably. To be perfectly honest, Empire Strikes Back isn't all that different from Super Star Wars, but most players were expecting more of the same anyway. The game follows the plot of the movie fairly closely, with a few minor modifications for the sake of gameplay.

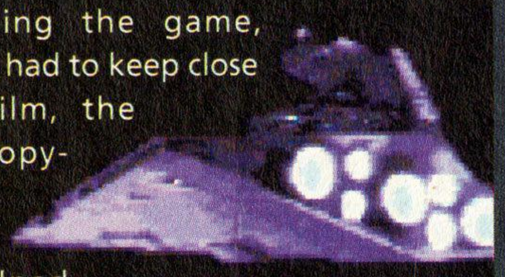
The game was developed for JVC by Sculptured Software, one of the few really good American programming teams. These guys pay close attention to detail and have some of the best artists and musicians in the business among their number.

While developing the game, Sculptured Software had to keep close links with Lucasfilm, the owners of the copyright, who approved and helped direct the content and style.

The licence was very expensive and difficult to acquire. No figures have been revealed, but the music licence alone must have cost a fortune. Still, it's a pretty rock-solid investment, considering that Super Star Wars achieved the status of number 1 Super NES game in every country in which it was released – even in Japan, which is no mean feat for a platform shooter.

The physics of the game are pretty much identical to Star Wars, but Luke is now a good deal more acrobatic than before (Jedi training, you see). In the first game, you could switch between characters at will and it made little difference which one you used. In some respects, Empire







Welcome to Dagobah

This is Yoda's home planet and Luke must venture here to seek advice and training from the tiny Jedi frog bloke. It's all a bit murky and smelly, just like in the movie, and there are thousands of evil swamp-critters waiting to eat you alive. This section is far more conventional to play than the previous levels. Just when you'd got used to slipping around in the snow, you have to contend with normal movement again. Jump around, kill the baddies and find Yoda. No worries.



The tooth-like floor surface constantly undulates, so try to keep your footing.

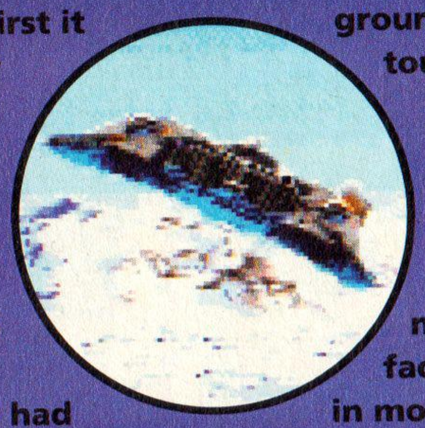


End-of-level aliens don't come much crustier than this ugly geezer.

Snow-motion speeding

The snowspeeder section forms an important link in the game. At first it looks similar to the landspeeder bit from Star Wars, but it's a lot smoother, and whereas that was an interesting diversion, this is almost a game in its own right.

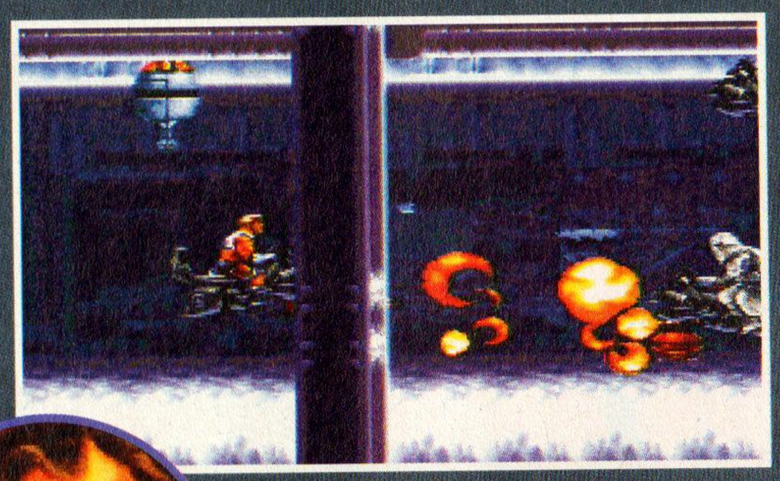
The programmers have gone to a lot of trouble getting the ground graphics just right. They had to draw them flat and then tilt them in Mode 7, so getting the perspective and ground texture perfect was tough, but it was worth it.



The craft banks and tilts (getting to grips with the handling is fairly tricky) and the sense of speed and motion is faultless. In fact, this looks much better in motion than anything seen in the first game.



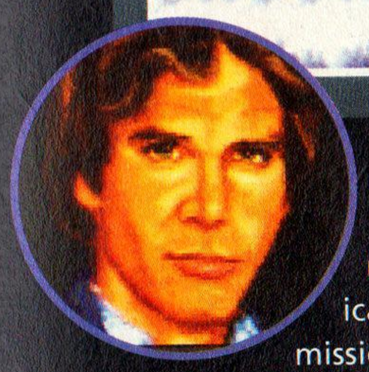
On your bike, Luke!



In Empire Strikes Back Luke takes to the air on a speeder bike, similar to those used in Return Of The Jedi. Star Wars fans may balk at this liberty-taking, but it does add a lot to the game. The bike section plays much like the one in Super Probotector, but you have vertical as well as horizontal control over the craft. Luke can still use his lightsaber while on the bike, but his gun is far more efficient.

The game speeds up to a frightening pace when Luke's on the bike and the tiniest mistake can result in death. Serves you right too. There's a bit of a problem with sprite glitch and flicker at this point, but this should be repaired before the game's official release.





Strikes Back is a lot more linear. The character selection does make a difference and can significantly affect the outcome of your mission. The respective strengths and weaknesses of the characters have been fine-tuned and they now possess distinctly different abilities. Chewbacca still looks as silly as ever, though.

The guys at Sculptured Software worked very hard to ensure that there was plenty of variety in the game, and their efforts are evident in the finished result. The speeder bikes, 3D sections and platform bits all hang together exceptionally well. This looks set to be even bigger than Super Star Wars. We'll have a full review very soon.

FRANK

Hyperdrive!



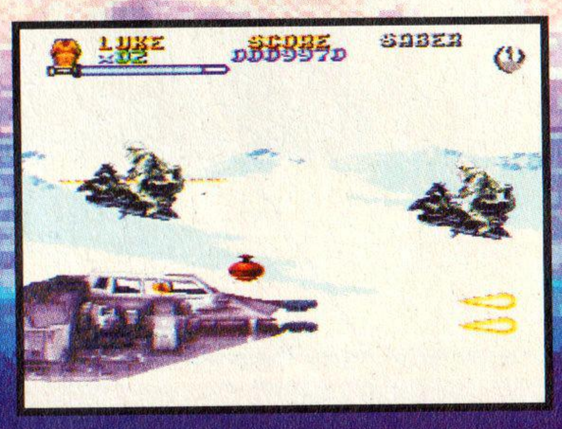
Hurrah! You get the chance to control the Millenium Falcon (the fastest hunk of junk in the galaxy). Now you too can do the Kessel run in less than 20 parsecs, doing battle with TIE Fighters, avoiding asteroids and trying to get the hyperdrive to work. (I know the Millenium Falcon is supposed to be all ace and everything, but why is it always knackered?)

Anyway, when you do get to go into hyperspace, the effect is quite spectacular. It's amazing what you can do with the oldest graphics technique in the book. The asteroids rush towards you at a horrible rate and you'll find them quite a problem.

Blowing Hoth and cold

The ice planet of Hoth. This is where it all starts and this is where you find out just how difficult Super Empire Strikes Back is going to be. You have to make your way across icy wastes and slippery slopes filled with baddies, both on foot and with the aid of a Tauntaun (a big snow-camel thing). This is where you're introduced to Luke's control method and his saber-wielding skills.

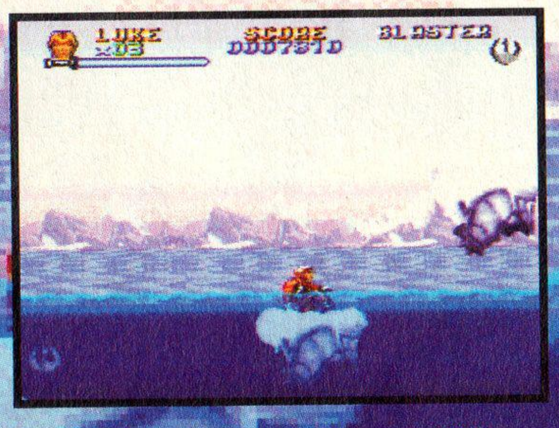
When you actually reach the end of the ice planet, you have to fight your first big boss. This is supposedly the Wampa from the film, but I don't remember it being that big and I don't remember it laughing. The screen stops scrolling and you do battle with it, learning its attack patterns and finding its weak spot. Then there's a bit of speeder biking and it's off to Dagobah.



Controlling the huge snowspeeder is a pig.



Luke slips and slides in the thick snow. Just keep moving.



Surf City, Hoth. Luke can ride the slopes and the waves.



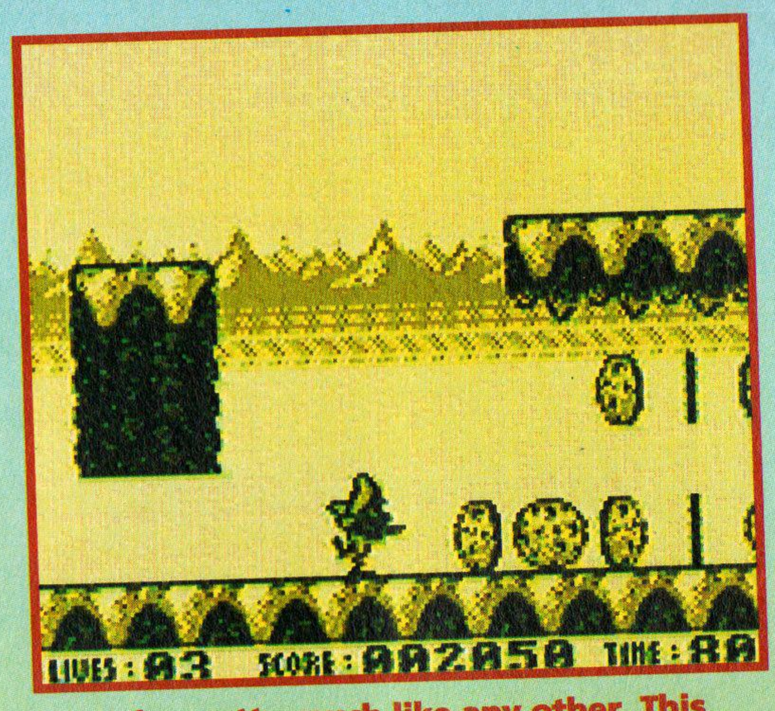
Er, groink! I was just leaving, mate. Sorry, seeya!



Can *you* help Speedy find the cheese? Simply follow the lines to find the right route. Oh, er, sorry. Bit of a relapse.



Now, there's going to be a problem here. See, most of these pics look the same, so one pic of Speedy blithely ignoring cheese...



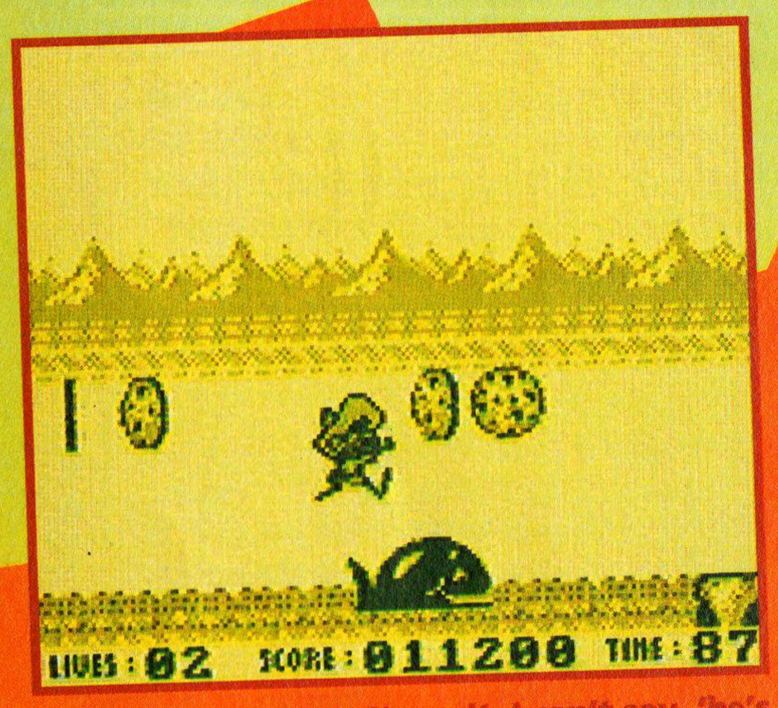
... Looks pretty much like any other. This one, for example. (You can't see it, but he's just run through an ice wall here.)

For Game Boy (1 player) **From Sunsoft** **Price £26**



Speedy's fast, Mexican and can't talk properly. Frank O'Connor just can't talk properly.

SPEEDY G



No, I can't. I just can't say it. I can't say, 'he's having a whale of a time.' Oh flippin' hell, now I've said it. Sorry. Really, really sorry.

Speedy Gonzales? Sonic The Hedgehog, more like. No, no, no – that's a terrible way to start the review. Er, right. (Ahem.) Speedy Gonzales, the game, is based upon the never-popular cartoon character Speedy Gonzales. Speedy is a mouse, possibly, is Mexican, and has the disturbing tendency to run very fast – much like Road Runner, but not quite as amusing. It is my intention, ladies and gentlemen of the jury, to prove to you that SG is nothing more than a clone of the popular Mega Drive game, Sonic The Spiky Blue Rodent.

Prosecution: Is it not true, Mr Gonzales, that you whizz about over six worlds, these worlds being Ice, Country, Desert, Forest, Mexico and Cheese World, with loads of levels each, your only task being to collect as many coins as possible and get out within the time limit?

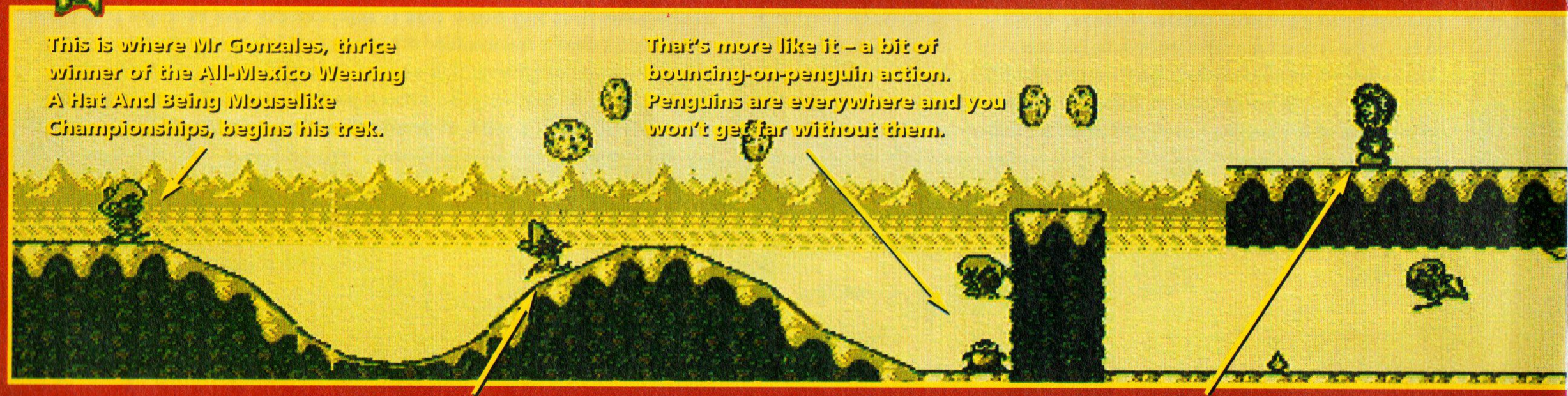
Speedy: Er, yes.

SPEEDIES
Great scrolling and fast action. Speedy is very easy to control. Plenty of levels, and loads of obstacles for you to work out how to get past



Speedy gets snowed under

Speedy starts the game somewhere cold, inhospitable and full of strange creatures. A bit like Glasgow.



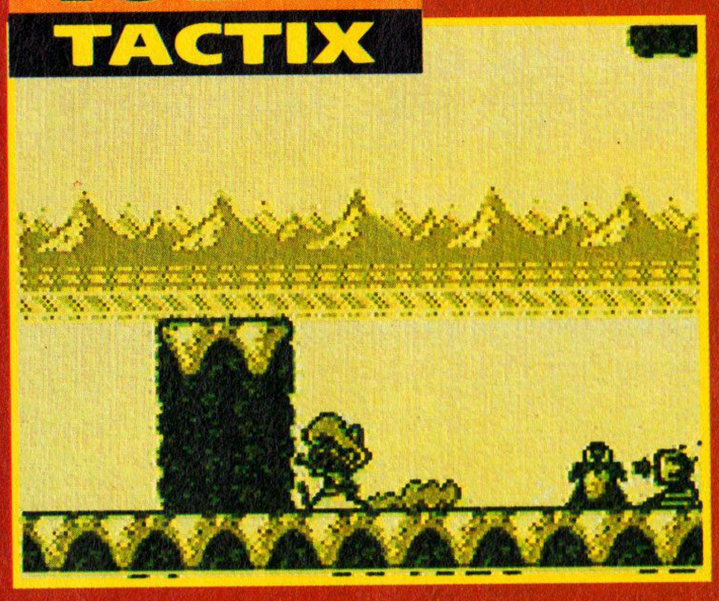
Not much happening in this bit. Just a bit of cheese to collect. (It gets better later.)

Our mousey friend neatly avoids the somewhat odd drips (I thought this land was frozen?).

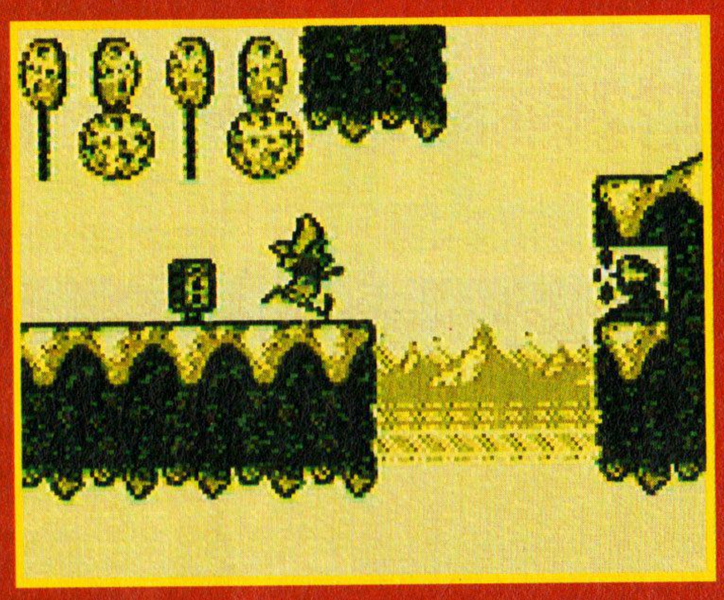
TOTAL! TACTIX

It's a sign! It's a sign!

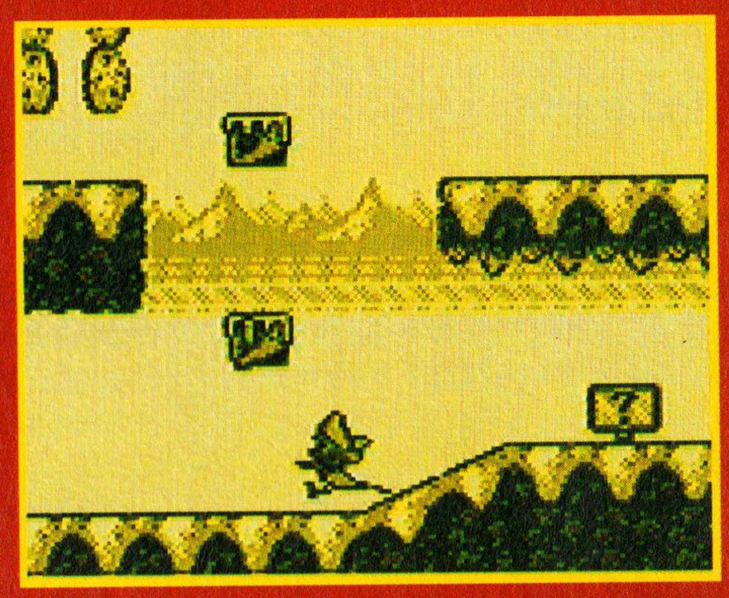
Look out for the question mark signs throughout the game. They do things. You know, *things*...



The sign turns the fan on here, making it impossible to get by because of the wind.



But – and this is a good bit – here it helps you reach the cheese. See?



And occasionally you need a sign to make platforms appear, so you can continue.

SPEEDY GONZALES

Prosecution: Aha! And do you rely solely on your jumping abilities, your speed and your agility to overcome your enemies, because you have no weapons? Are there not blocks and traps in your way that you can destroy by, I believe the term is, 'running very fast'?

Speedy: Yep.

Prosecution: Are your graphics not great, being done in a sort of cartoony style, scrolling very quickly and depicting the huge levels rather well?

Speedy: Oh, certainly.

Prosecution: Where's your Mexican accent gone?

Speedy: That's just a stage thing. Carry on.

Prosecution: Um, do you not kill enemies by jumping on their heads, thus collecting coins?

Speedy: Not generally, no.

Prosecution: Ah. Er, but you do not deny that you're a fun, involving, challenging game with just a faint whiff of addiction about you...

Speedy: Nope, I don't deny that at all.

Prosecution: ... Yet at the same time slightly annoying because most of your levels all look pretty much the same? I mean, there's not much substance to you, really, is there?

Defence: You're not wrong there, me old mucker.

Prosecution: So there you have it. I rest my case. Just here, on the floor.

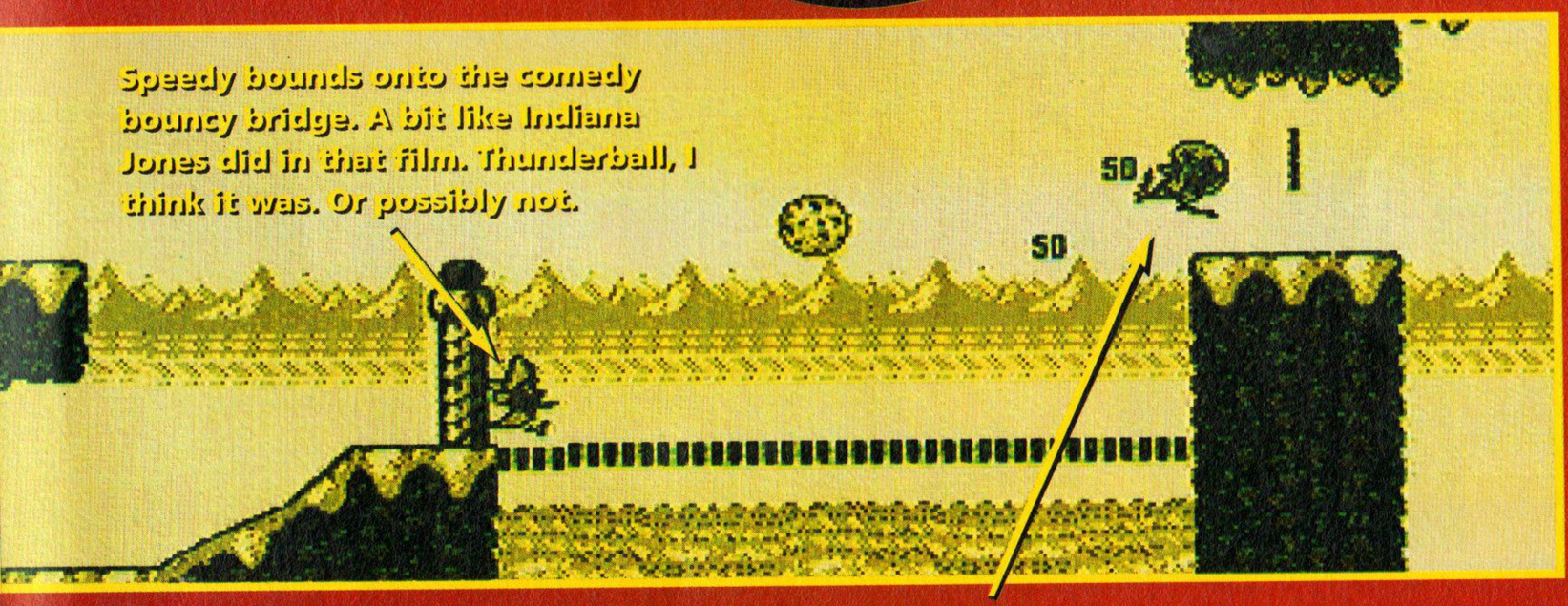
Pretty conclusive stuff, I think you'll agree. So, to recap, then: a decent enough game, with plenty of nice touches, which is good fun but not exactly the most challenging game ever. With a little bit more variety it might have been truly marvellous.

FRANK



WEEDIES

Boring music (except for the great cartoon opening). The graphics are a bit sparse as well. Speedy should be able to do a little more than this



Speedy bounds onto the comedy bouncy bridge. A bit like Indiana Jones did in that film. Thunderball, I think it was. Or possibly not.

And, er, that's it. Our plucky chap collects some cheese and sods off...

Speedy Gonzales

Looks

- Ol' Speedy doesn't look like anything much, but the graphics are clear and fast

Sounds

- Lots of 'classic' tunes which sound like a telephone on hold. Not the strongest point

Gameplay

- Fast-moving platform action which does begin to pall after a bit

Lifespan

- Even with passwords it'll take a while to crack the huge levels

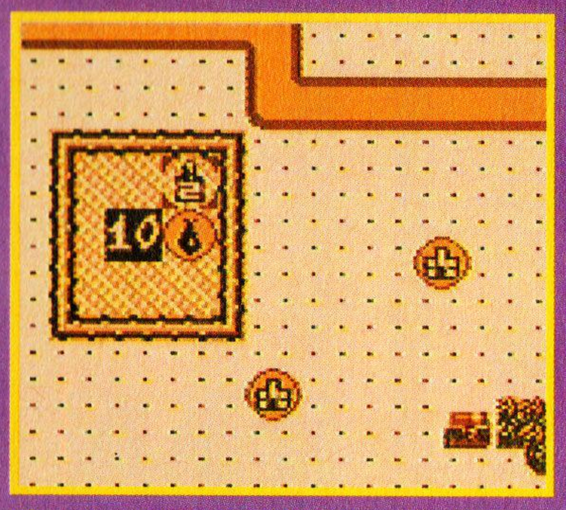
The bottom line

"Not a bad little game, considering that Speedy Gonzales is a definite second-rater in the cartoon stakes. About as close to Sonic as you're gonna get on the Game Boy"

- **Levels** 6
- **Difficulty** ..... Medium
- **Continues** ..... Infinite
- **Release date** ..... Out now

Final score

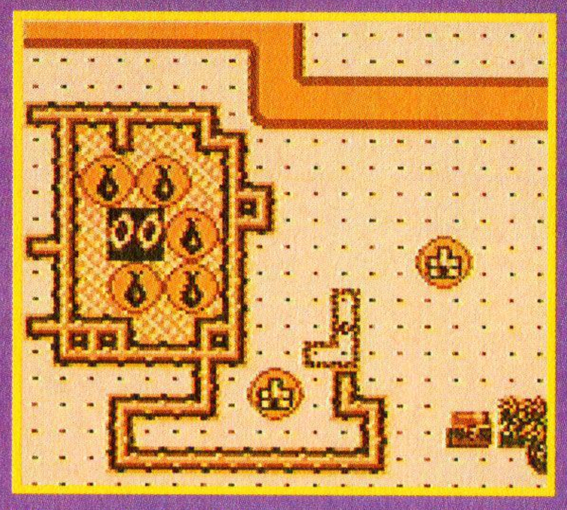
72%



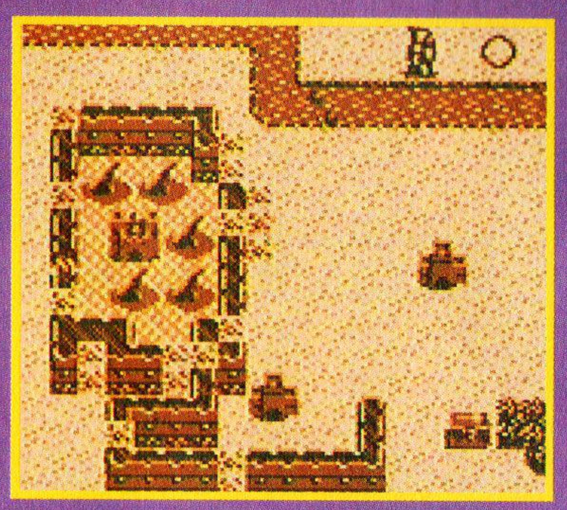
The enemy's gathering on the horizon, so place cannons inside the walls of your castle before the time runs out.



Battle commences. Keep dapping that fire button and line up the crosshair on anything that moves.



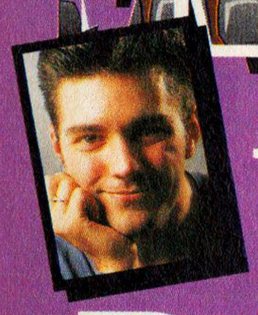
When he battle's over, get out the bricks and mortar for this Tetris-style puzzle bit. Conquer as much ground as possible...



... Before the time limit runs out. If you've successfully rebuilt your castle, get ready to position a new arsenal.

For Game Boy (1 player) **From Jaleco** **Price £25**

RAMPARTS



Jim is the king of the castle in this game about walls, cannons and balls. (He's also a dirty rascal but we won't go into that.)

Ramparts drags you back in time to when the cannon was a formidable weapon, cement was cheap and poor people were covered in warts. You can ignore this funny bunch for a while, though, cos you're rich and you've got castles.

CASTLES
Clear and simple graphics. The mixture of puzzles and arcade action works very well

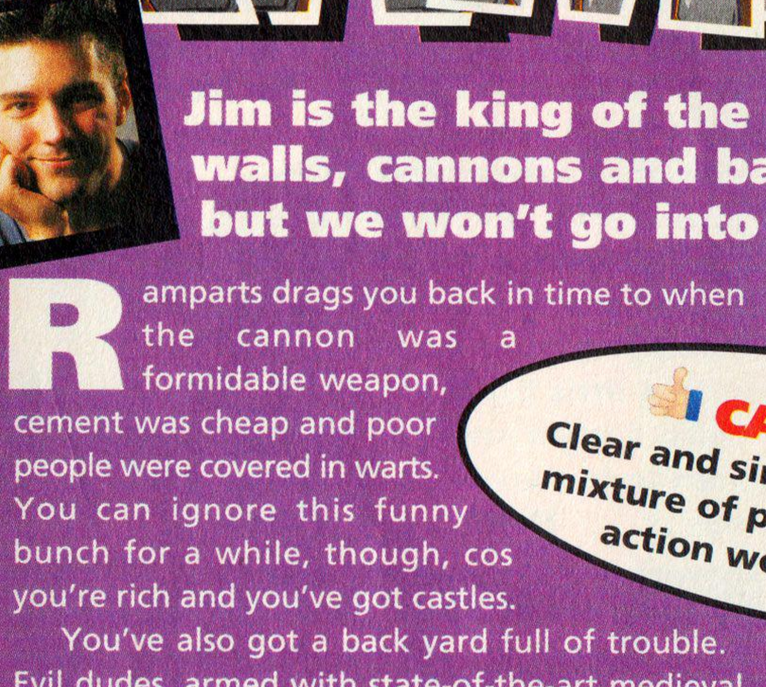
You've also got a back yard full of trouble. Evil dudes, armed with state-of-the-art medieval boulder-throwing devices, are bombarding your stronghold while you rain cannon fire down on them – within a time limit. When the final whistle blows, you're shown the damage they've inflicted.

Now comes the hard part. The timer starts up again and you're given randomly chosen, oddly shaped blocks (like Tetris) with which to rebuild your walls. If you leave a gap in the wall your enemies will be able to take the castle.

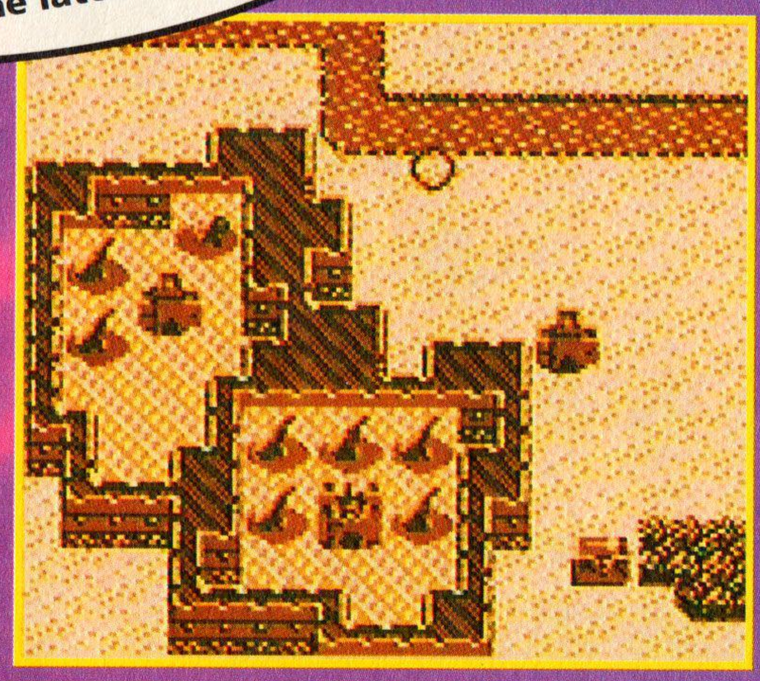
If you win a battle you get more cannons – provided you've got space for them in your castle. With the added fire power you can theoretically waste those castle-bashers a bit quicker.

HASSLES
The game area is too small. You'll find yourself in no-win situations on the later levels

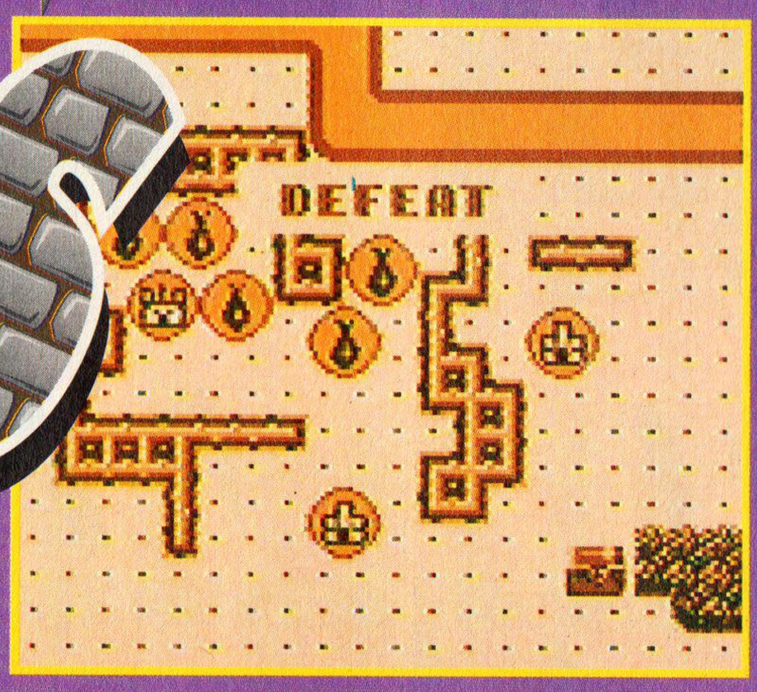
Sadly, Ramparts' gameplay is fatally flawed. From the third level onwards you're repeatedly put in no-win situations, which puts an end to any long term enjoyment of the game. Pity, really, but that's the way the castle crumbles. **JAMES**



Another knight on the tiles, huh? This is a kind of difficulty setting. You can choose whether your knight is rock 'ard or a wimp.



Now, that's what I call a wall! Nothing short of a salvo of Tomahawk missiles could get through that. I hope.



Oh dear, here we go again. Once more I'm staring defeat in the face.

Ramparts

Looks

- Very clear graphics, due to the uncluttered play area. Very Game Boy-friendly

Sounds

- Nice tunes and FX which you can turn off if you get bored – not that it's a problem

Gameplay

- How can a game aspire to be fun when it's impossible to get anywhere in it?

Lifespan

- It's tough, but the difficulty increments will put you off – level 3 is impossible

The bottom line

"This did have the makings of a superb arcade puzzler but – despite its classic background – because it gets stupidly difficult, after a week's play you'll never want to pick it up again"

- Levels 7
- Difficulty ..... Tough
- Continues ..... None
- Release date . Out now

Final score
59%

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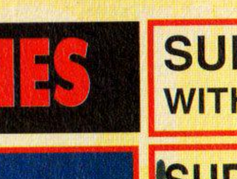
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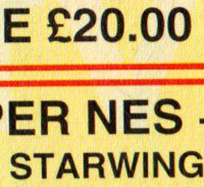
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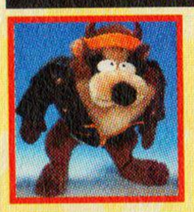
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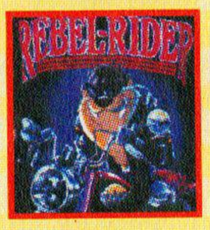
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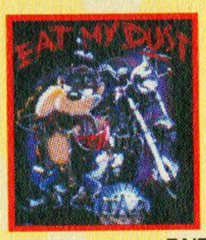
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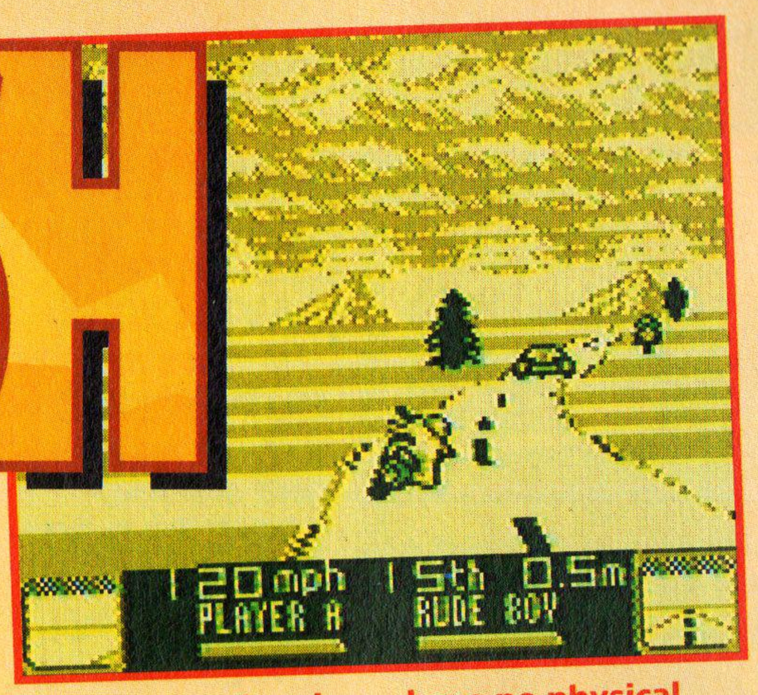
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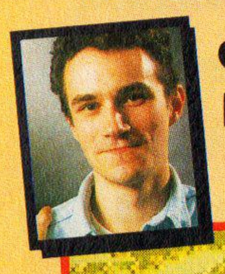
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ROAD RASH



The bike, road and cars have no physical link with the planet around them.

For Game Boy (1 player) **From Ocean** **Price £25**



Chris Buxton checks out Road Rash on the Game Boy and to his horror realises that the unpleasant rash he had last week was much better.



At last, some hot bike action on the Game Boy. Er, nice mountains.



He's a very nice man. A very, very nice man. A very... Oh, forget it.

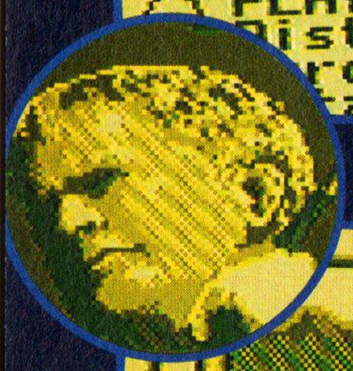
HARLEYS
Well, the clouds are nice. The added violence makes it a little different to other racing games

Leathers, oil, chains and a huge throbbing thing between your legs – it's enough to make a high-court judge's eyes water. And it's also enough to get a motorbike freak dribbling with anticipation, cos Road Rash, a conversion of the successful Mega Drive game, is a bike racing sim.

The Game Boy seems a weird choice of console for this rock-hard racer, but in fact it's not. Road Rash is nothing more than a very simple racing game, no more advanced than 10-year-old games like Pole Position and Full Throttle. All you have to do is steer between

JACK NICK

For Game Boy (1-8 players) **From Tradewest** **Price £30**



Fat Frankie dons some silly trousers and heads off to the local 19 with Tarby, Sean Connery and loads of other people with more money than sense.



After a fantastically bad tee shot you're left in the rough.

You finally get on to the green after a fab six-yard pitch. Hooray!

Mark Twain once described golf as the ruination of a good walk, but then he used to wear a stupid top hat, so what does he know? Golf is fab. Golf can be played by swingin' hipsters, elderly women, second rate-celebrities – in fact, anyone who wants to.

Golf was invented in Scotland in the 12th century by Angus McTavish-Ginger-McMad, who used to remove pesky hedgehogs from his land by smacking them around with his walking stick. It was McTavish-Ginger-McMad who started the fashion for horrible golfing pants too, and to this day you can still see blokes called Hymie Schleppburger and Carl Piazza wandering around in bright-red tartan breeks.

Of course, things have changed a lot since then. The hedgehogs have been replaced by rock-hard balls and the walking stick has been replaced by £2,000 worth of titanium alloy. But the object of the game is still incredibly simple: hit the ball into a little hole in as few shots as possible.

It would all be really easy if the ground was nice and flat, but there are loads of hazards to avoid, including bunkers, water traps and treetops, and you have to select the right club for the job.

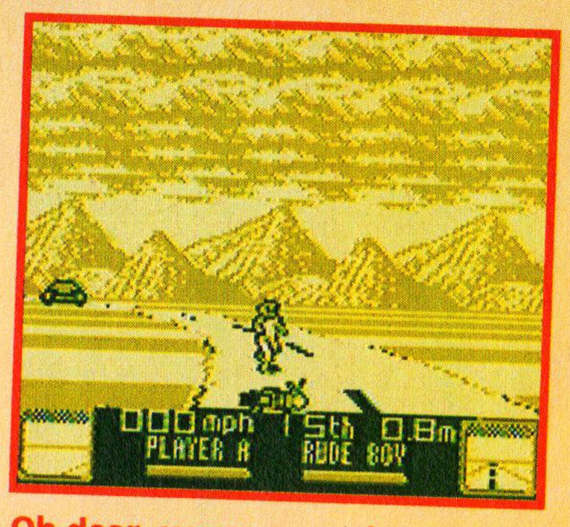
HITS
Attractive and detailed graphics. Loads of realism. Four full-size courses



ET causes one of the bikes to levitate with his finger.



Hand signals only on this bike.



Oh dear, you were going so slowly you just fell over.



Putting your foot on the ground at 200 mph is silly.

cars and slow up for the odd corner – no gears, no choice of bikers or riders, nothing. The only extra feature Road Rash has that those games didn't is the fighting element. You can punch other riders and knock them off their bikes as you go past them. Surely the little Game Boy can cope with that?

PUCHS
Clumsy graphics and cack controls. A search for evidence of gameplay here would take you a very long time

Well, no, actually. It fails miserably. On the surface it looks good – the clouds are particularly impressive – but the graphics are the root of the game's problems. All the action occupies a small bit of the screen, and the rest of the space is taken up with the sky and boring scenery. The road is tiny and the sprite for your bike is so big you can't see past it, which means that you can't tell when a car's coming till the last second. This makes the game massively frustrating and almost unplayable. And it's very slow. And the road's incredibly tiny (have I mentioned that?).

Road Rash is a thuddingly basic race game. It's just like the Mega Drive original, but this conversion has lost all the simple fun of the MD game thanks to some badly designed graphics. If this game were a real motorbike it would be a Honda C50. **CHRIS**

Road Rash

Looks
- It does look good but there's no variety and the graphics kill the gameplay

Sounds
- You don't get any effects, but there's a tune instead which isn't too bad

Gameplay
- The graphics kill it, the controls nail up the coffin and the gameplay buries it

Lifespan
- Not even a bike fan (or a Mega Drive Road Rash fan) would play this for long

The bottom line
"Poor conversion of a basic but fun MD game. No skill required, just huge amounts of luck, as you can't see what's coming down the road. Think once, think twice, think again before you buy this"

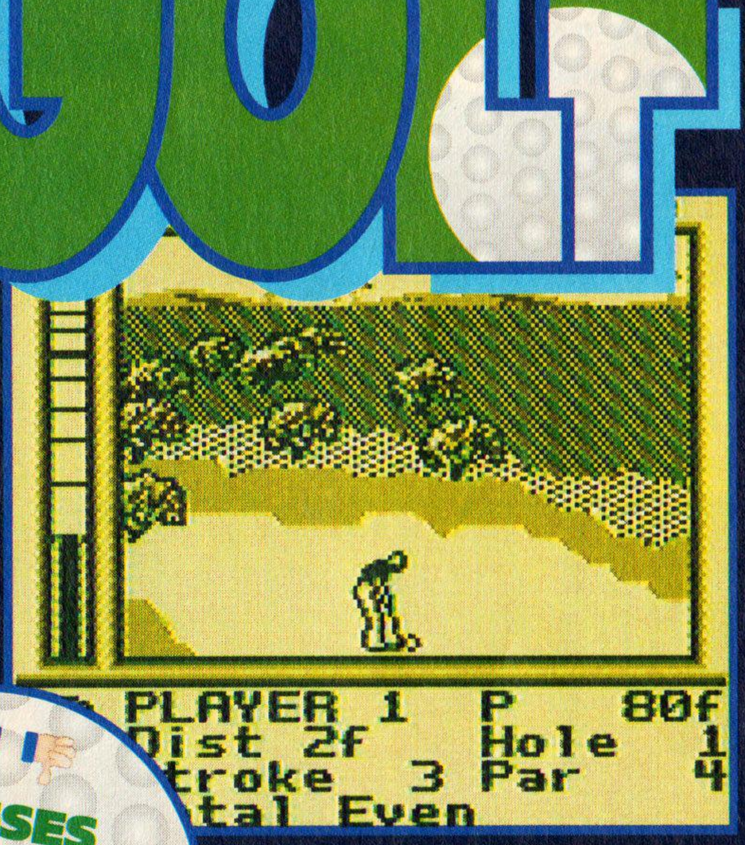
- Levels ..... Oodles
- Difficulty ..... Average
- Continues ..... None
- Release date ... Out now

Final score 29%

JACK NICKLAUS GOLF



The all-important tee shot. Use a one-wood here, or suffer.



Putting for a birdie. This will help your final score.

MISSES
A bit slow to update the on-screen courses. The displays can sometimes be confusing

However, in this game (I had to start talking about it eventually) choices like that are made for you. You simply adjust your aim, select the strength and accuracy of the shot and press GO! (You can change your club if you like, but the computer caddy usually makes the best decision.)

The graphics are smart, with polygon courses and nice animation. It's perhaps not as fast and slick to play as Nintendo Golf, but it's a good deal more realistic, and golf fans will appreciate the four fab courses, one of which is made up from a selection of Jack's favourite holes.

Jack Nicklaus Golf

Looks
- Nice and smooth and very detailed. Work better here than on many NES golf games

Sounds
- An annoying warbly tune, a smack noise and not very much else

Gameplay
- Nice, simple and addictive. One of the fastest ways to pass a train journey

Lifespan
- Four courses is a hell of an achievement for the memory-sparse Game Boy

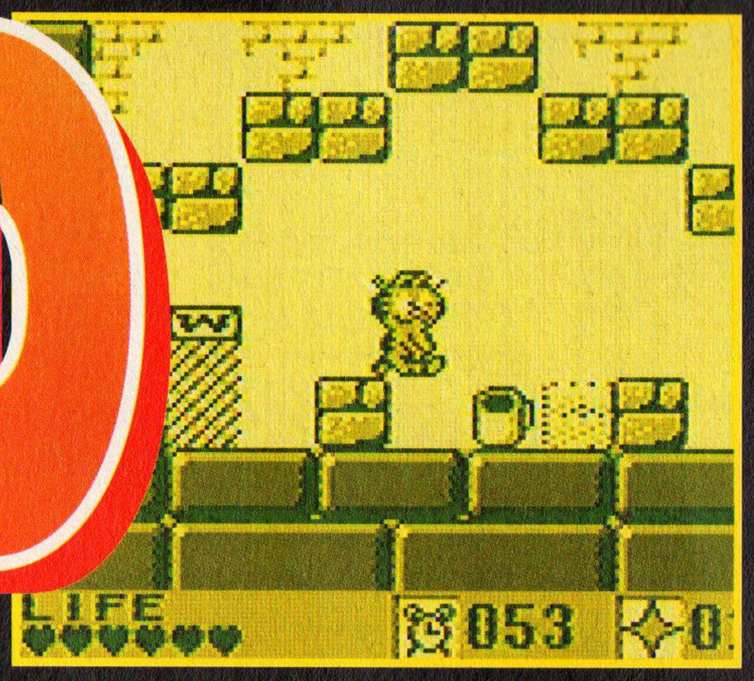
The bottom line
"Perhaps not quite as much fun as Nintendo Golf, but a bit of a treat nonetheless, and hard-core golfers will probably prefer this because of the enhanced realism"

- Levels ..... Oodles
- Difficulty ..... Average
- Continues ..... None
- Release date . Out now

Final score 81%

Jack Nicklaus Golf is realistic, good fun and reasonable value for money. Armchair golfers should definitely give it a bash. **FRANK**

GARFIELD

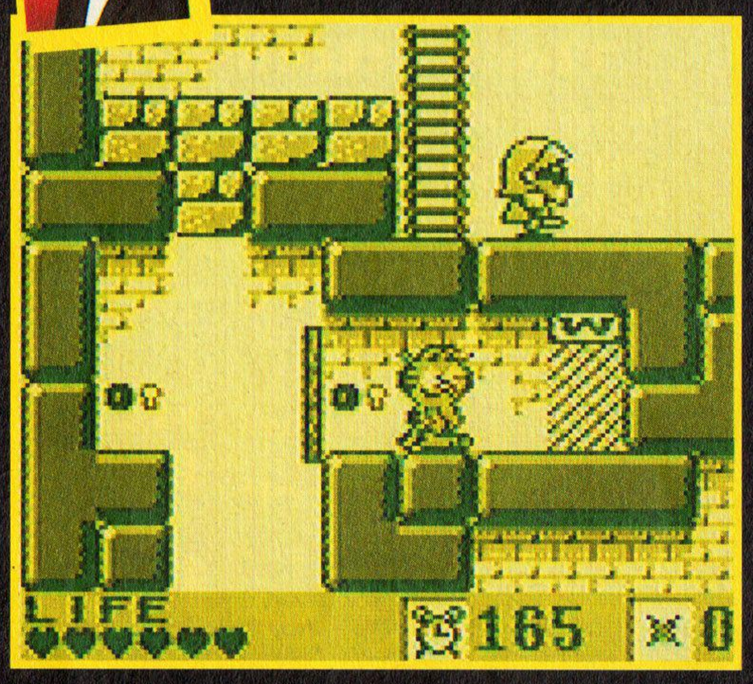


Garfield loves his coffee, so much in fact that if you pick up a cup of it you gain a very useful extra life.

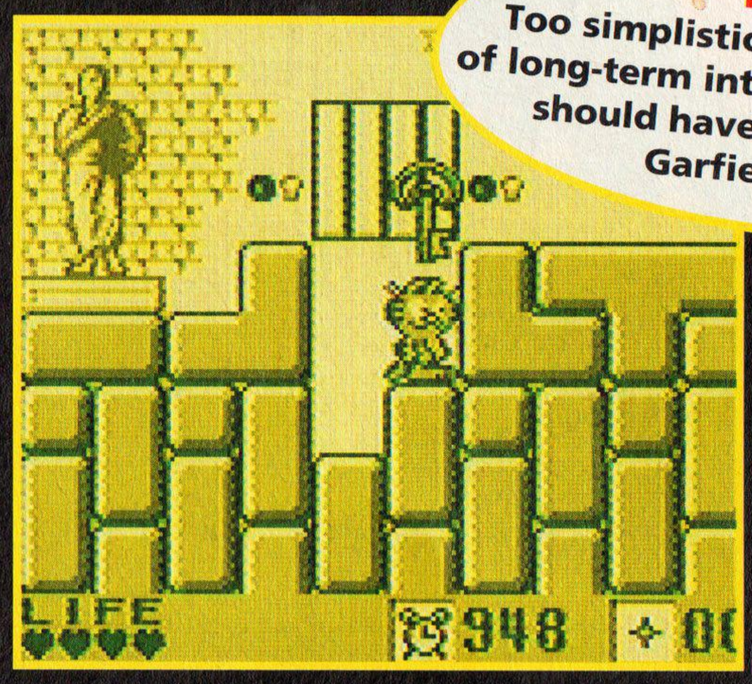


For Game Boy (1 player) From Sunsoft Price £25

TOTAL's very own fat cat, Frank O'Connor, gets his claws into Garfield.



I've messed up here, so I'm going to have to go into the warp to get out.



Finish the level and a lovely big exit-type key falls down into your paw-session.

PAWS

Too simplistic and repetitive to be of long-term interest. Something more should have been made of the Garfield character

Garfield's a bit of a cool dude. He drinks coffee, always gets his own way, and gives Odie (a dog, enough said) a good kick whenever he can. Imagine my horror, then, when in the game's intro sequence Garfield and Odie are going for a walk as if they're best friends!

Anyway, I'll try and forget about that. For some reason (probably far too complicated to explain) Garfield has fallen down a hole, found a drill, and is now stuck inside a Game Boy platform puzzler. On each level of this puzzler the goal is the same. Garfield must collect all the sparkly icons on each level and then find the exit, drilling his way through stone slabs, jumping over bad guys, opening doors and making sure he doesn't get his fur wet. It's a tough job, but Garfield's a tough cat.

CLAWS

You have to admit, Garfield is a pretty cool character for a game. The gameplay is very easy to get to grips with

The graphics for both Garfield and the scenery are distinctly average, and although the sound bops along at a nice pace this game doesn't come out well on the presentation front. The puzzles aren't what you'd call taxing, either. There's an obvious route through each level, and any opposition you come up against can easily be avoided.

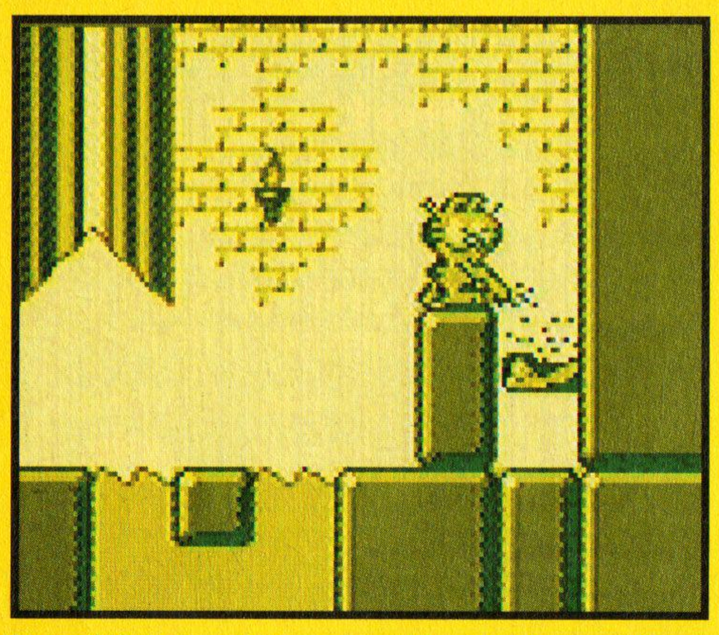
With nothing new to see after the first level, this game's not destined to last very long. It's hard to define exactly what a Garfield game should be, but a tired attempt at a platform puzzler isn't it.

FRANK

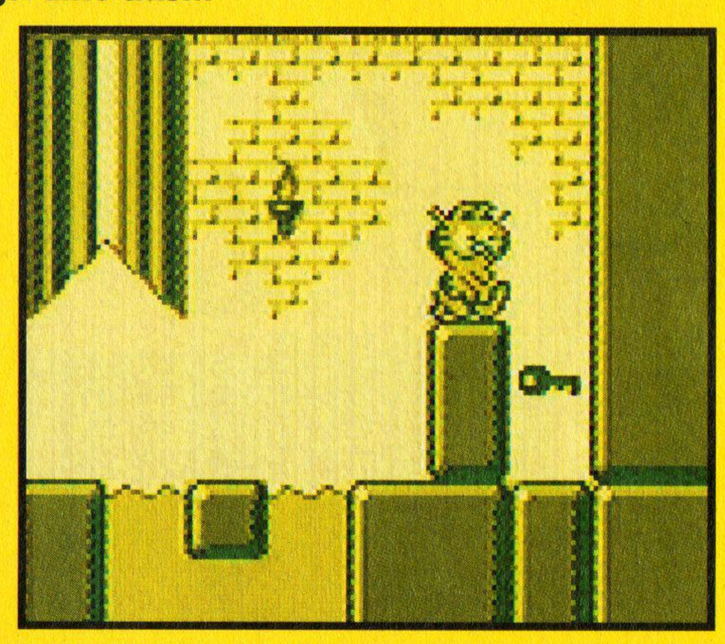
TOTAL! TACTIX

Okay, here's the drill

Carrying a drill is not only a cool thing to do but also comes in handy for revealing things. Like this...



Stand here and press button A to use the drill. And then watch...



... As the block disappears, to reveal a key which, surprisingly enough, opens a door.

Garfield

Looks

- A bland, lifeless Garfield, and scenery to match. Not in the realms of greatness

Sounds

- Nice enough, I suppose, but they're basically just the usual platform pap

Gameplay

- There is some gameplay in here, but after level 10 you're looking for a new challenge

Lifespan

- Boredom or completion (thanks to passwords) ensure this is played very rarely

The bottom line

"This is another one of those games that probably looked good on a storyboard, and even early on in production, but didn't deliver the goods in the end"

- Levels 1
- Difficulty ..... Tough
- Continues .. Save game
- Release date . Out now

Final score

45%



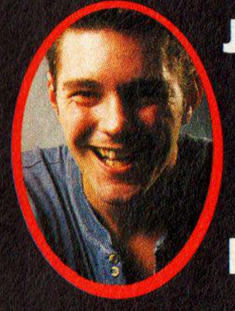
They're bright, they're stunning, they've got more colours than you can shake a stick at. Twelve new limited edition BT Phonecards.
Sunglasses not included.

BT

Get through to someone

DRACULA

For Game Boy (1 player) From Sony Imagesoft Price £25



James Beaven sharpens his stake and goes off in search of the evil bloodsucker.

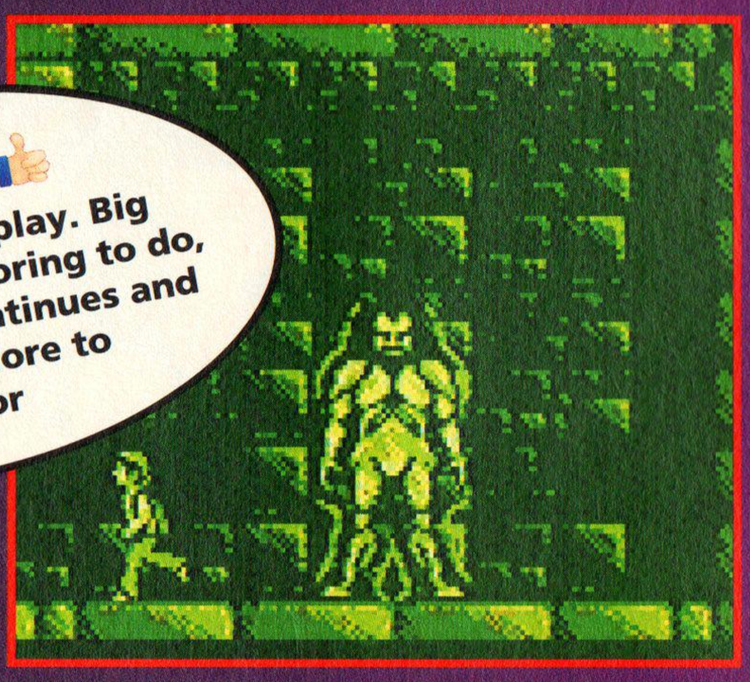
Under normal circumstances, would you choose to pursue a 600-year-old guy with fangs who drank blood and could fly, just because he fancied your girlfriend? The chances are that even if you got her back, she'd probably sleep a lot during the day and develop a strange fascination for your neck. I say leave her and crash out on the beach somewhere on the opposite side of the world. Still, they were a bit twisted in the middle ages.

Strangely enough, the game doesn't stick rigidly to the film's plot, which is a good thing, otherwise there'd be lots of gooey snogging and stuff . However, there are no prizes for guessing that you play the good guy, Jonathan Harker, and that there are loads of spooky things trying to stop you from staking out big Drac himself.

Thankfully, you're not going after him unarmed. Throughout this platform-style game there's all manner of lobbable gear for you to pick up and bung at the fiends you encounter. It's a bit curious that none of these weapons is any better than another, but who cares, as long as what's on the receiving end goes pop. Other pick-ups include money, which boosts your bonus points, shields, 1-ups, extra time and, by far the most useful, continues. This enhances the gameplay, in that it encourages you to explore the levels

FANGS

Challenging gameplay. Big levels. Loads of exploring to do, with collectable continues and power-ups galore to search for



I don't remember there being a huge magnetic dude in the film. He's tough to beat, though. And not very attractive.



Phwoar! It's one of those Drac babes. I must admit, though, they looked a lot more fanciable in the film. Must be the small screen.

TOTAL! TACTIX

Get a life, Harker!

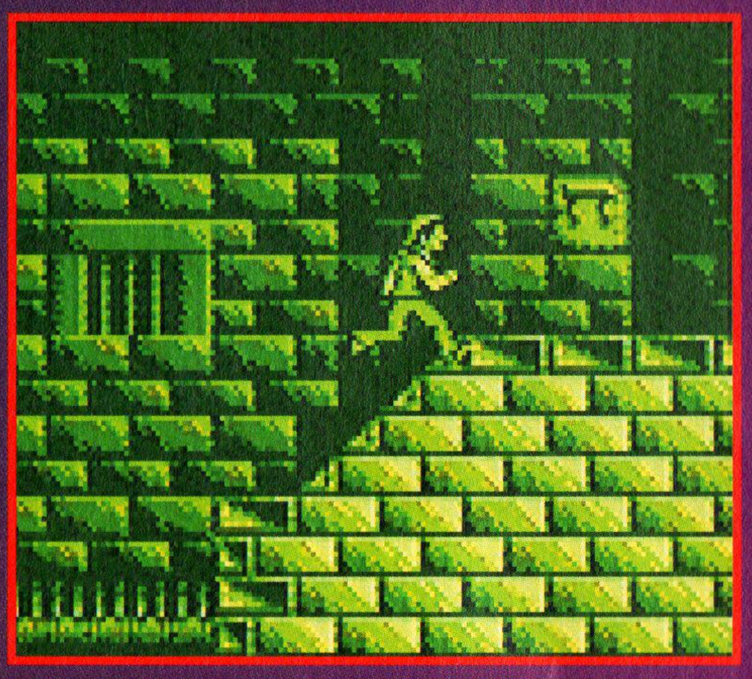
There's a secret bonus at the very beginning of Dracula. Hooray!



Here's a quick way through the first level – and a way to get a 1-up. At the start...



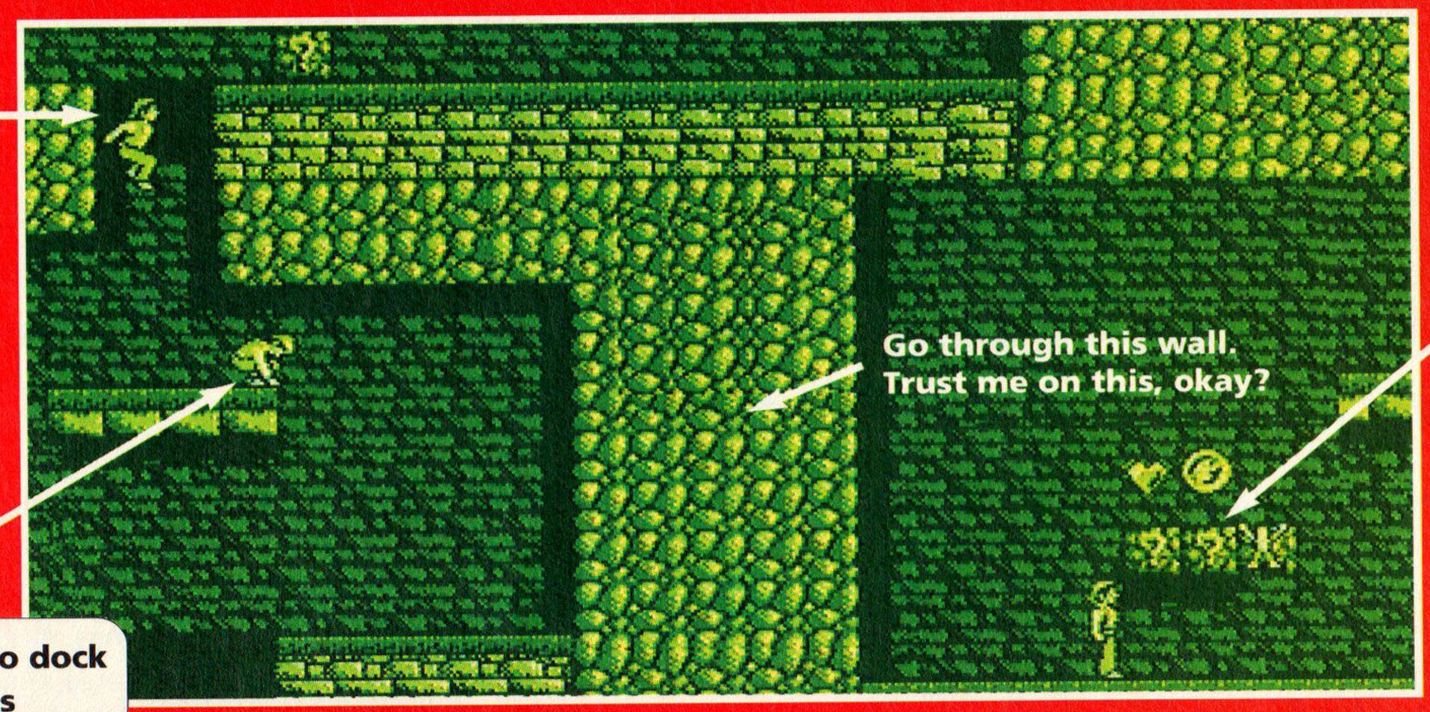
... Just turn around and jump. A hole will open up. Hold left and there you go.

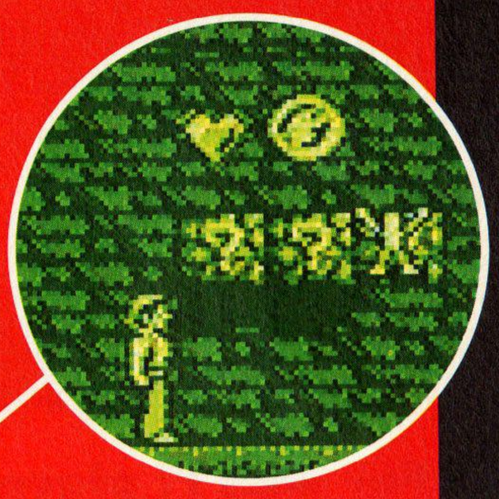


Those switches are easy to miss and can mean the difference between completing a level and not. Hang on, where'd it go?

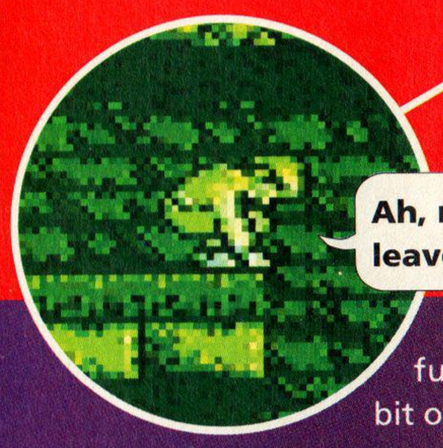
Dracula delivers the goodies

Just look at the lovely power-ups you can collect in this bit of level 1.





Do a quick slice with your sword and feast on all these gorgeous goodies.



fully and calls for a bit of strategic thinking on your part as you try to unearth all those lovely secret rooms.

Game Boy Dracula is a bit tougher than the NES version, but that's purely because it's got a smaller playing area. You've got a limited scroll at your disposal, so you can look before you leap – and even if you can't see a platform it's usually a safe bet that there's one around somewhere.

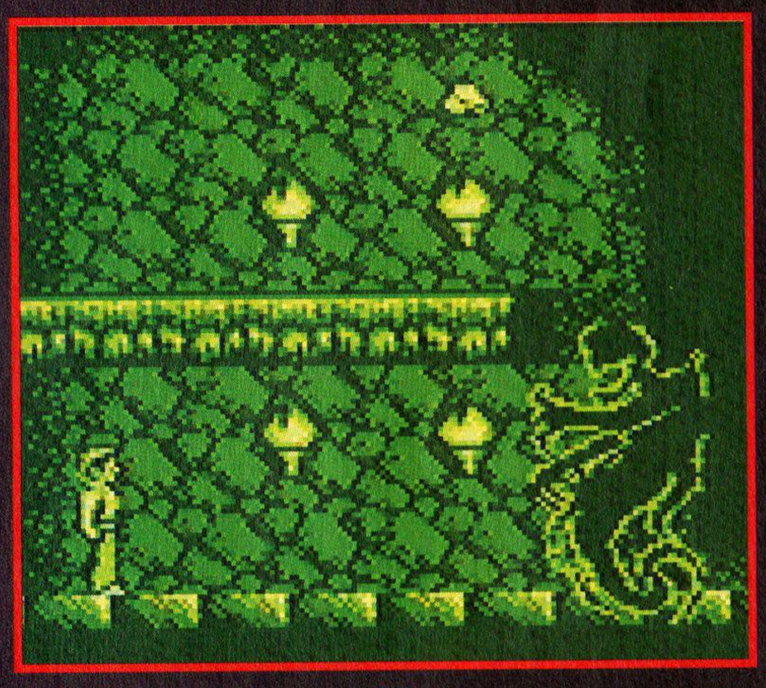
Dracula's difficulty select is a big con. Before you start the game you can choose Easy, Medium, or Hard settings. This seems rather handy at first, until you realise that on Easy level you're only allowed to see the first couple of levels, and only Medium and Hard let you play the whole lot. The stupid thing is, the settings don't actually make any difference to the difficulty, so you might as well whack it on Hard and have done with it.

Despite its shortcomings, Dracula is a decent platformer. It's well laid out, there's no shortage of sticky moments and the levels are big enough to make you take your time and explore a bit. The animation is tidy too, (although the screen scrolling is ragged and tends to jump annoyingly from time to time). All in all, a tough and playable game that will probably drive you bats.

JAMES

DANGS!

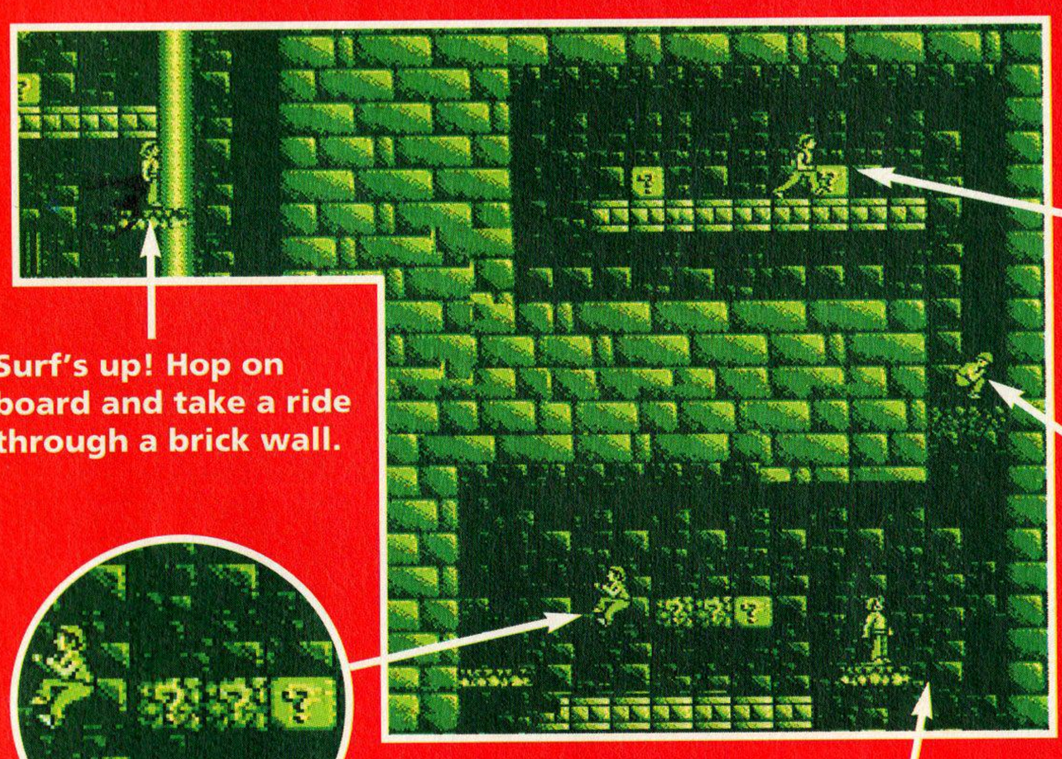
The jerky scrolling is off-putting. There's no difference between two of the difficulty levels – and Easy level only lets you see a couple of stages



You don't scare me with your, your bodiless, 12-foot high appearance. *Phher!*

All present and correct

And here's even more secret pressies for you to discover.



Dracula

Looks

- The sprites are nice and move quickly, but the scrolling is a real howler

Sounds

- Superb! I'd rather listen to these tunes than most of the crap in the charts

Gameplay

- Plenty of exploring, loads of secret rooms and heaps of power-ups. Good fun

Lifespan

- It may not be all that exciting but it's (un) dead tough and you'll want to finish it

The bottom line

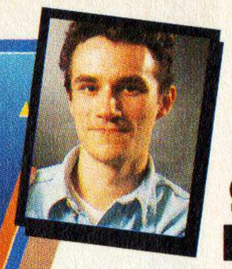
"This version has a lot more to sink your teeth into than the NES and Super NES games. It's by no means perfect, but it's tough and fun to play, and I'll settle for that"

- Levels 16
- Difficulty ..... Tough
- Continues .. Collectable
- Release date ... October

Final score

80%

FIREHAWK

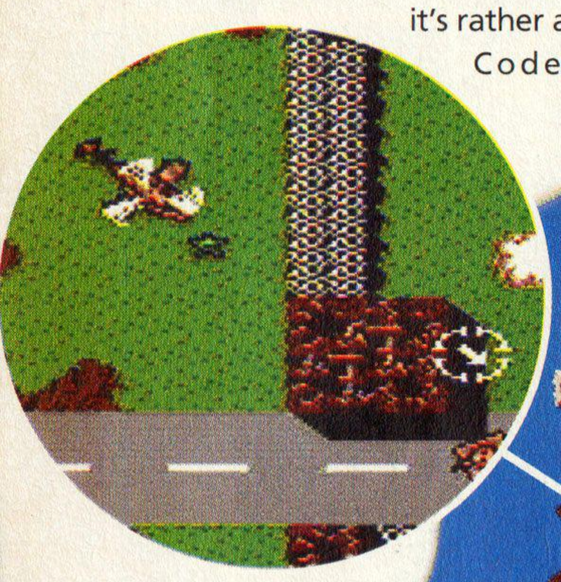


Chris boards a chopper to go and look for his missing mates. (Well, wouldn't you 'go missing' if Chris was your mate?)

For NES (1 player) **From Codemasters** **Price £30**

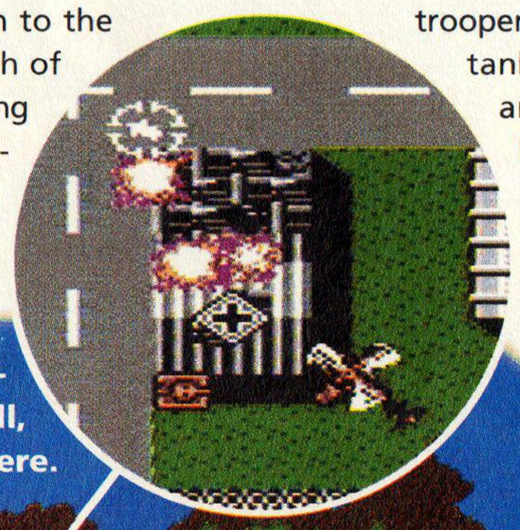
Your mission in Firehawk is to rescue para-troopers and agents behind enemy lines. Now, if you think about it, a straight-forward, traditional kind of rescue would be a bit dull, wouldn't it? All that hush-hush sneaking-about-trying-not-to-get-spotted-by-the-guards stuff wouldn't make for a very exciting game. So it's rather a good thing that Codemasters have opted for the 'flying a helicopter gunship into the enemy's backyard and blowing away everything he's got' approach to the business of rescuing, with each of the game's seven levels consisting of the same blowy-upy game-play (that's modern warfare for you).

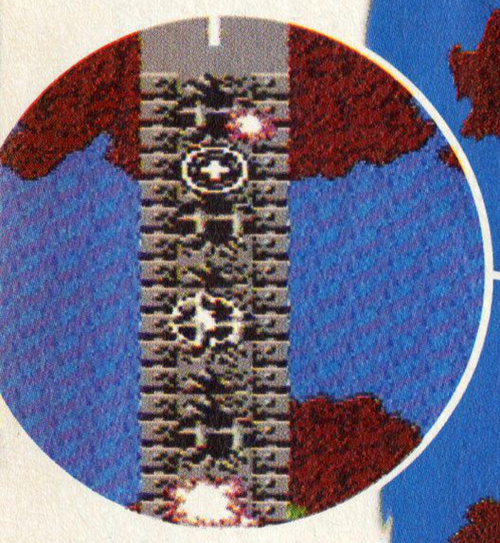
And you really do have to blow lots of stuff away to get anywhere in this game. Every para-trooper you've got to rescue is surrounded by tanks, gun emplacements, watchtowers and similarly hazardous objects, and before you can set your whirlybird down to pick up your mates you'll need to clear yourself a safe landing zone.



Clear a landing zone before you go down to get your agent.

Waste these ware-houses , because, well, because they're there.





Destroy this bridge and you'll reveal a pair of power-ups. One restores your energy, the other is extra ammo.



Shoot this bridge to get a power-up and stop enemy tanks crossing it.



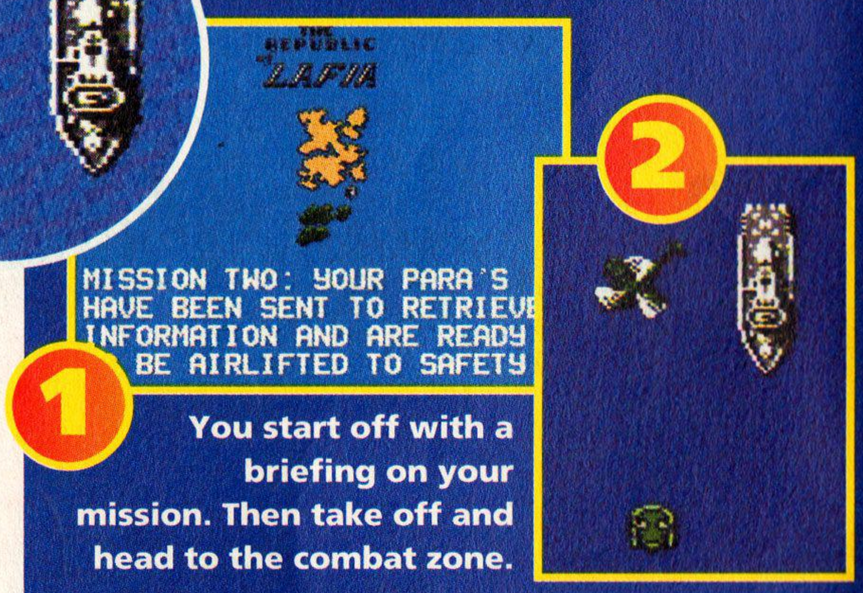
You can return to your ship after you've rescued one or more agents.



Hit this building as soon as you approach this island or tanks will pour out of it and shoot up at you.

Firehawk:

This game is all about choppers...



1 You start off with a briefing on your mission. Then take off and head to the combat zone.



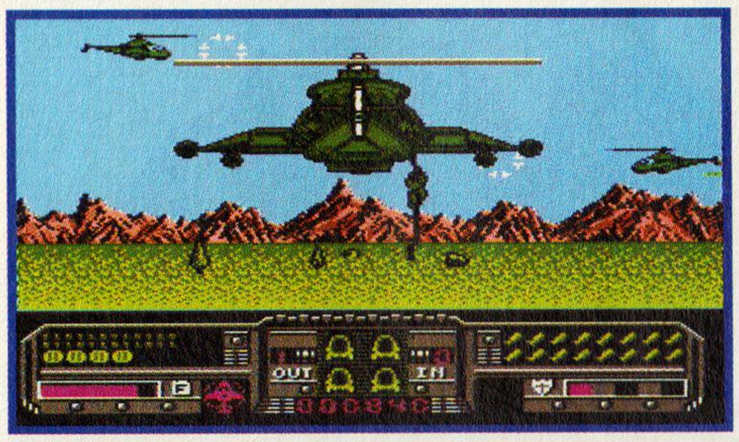
The 360-degree scrolling overhead view of your chopper and the surrounding landscape is perfect, allowing you to see exactly what's going on. The gameplay is great as well: although it looks at first like it's just a question of blasting everything in sight, there is a significant element of strategy built in. You can just go in with all guns blazing, but it will probably lead to your downfall – literally. Instead, you'll find it pays to plan your route across each level to avoid catching too much crossfire.

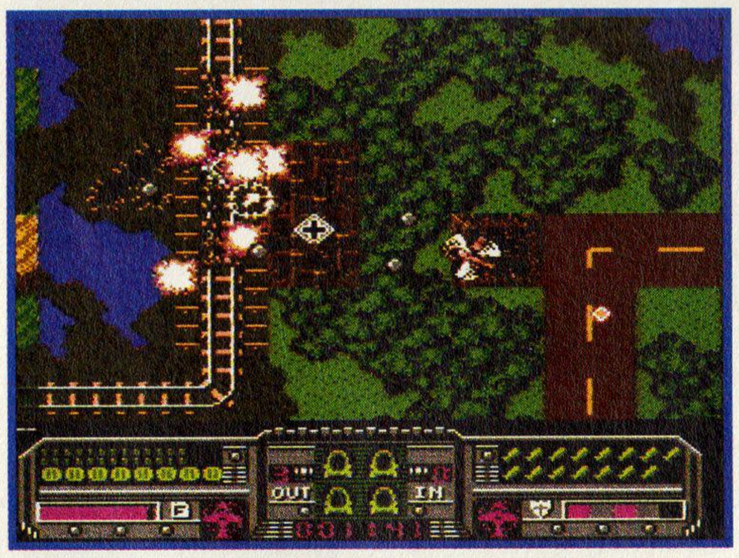
HAWKS
Nice graphics. Loads of power-ups to collect and lots of architecture to destroy

Sadly, though, the main game is let down by the actual single-screen rescue scenes. No matter how much damage you've done to the place before you land, you invariably get attacked by squadrons of enemy helicopters when you touch down and have to use up all your precious ammunition taking them out – and after the second level they get almost impossibly tough.

DORKS
The rescue scene is bad and you have to do it several times to get off each level

Firehawk is ideal if you want a more strategic blast than the average shoot 'em up. It will certainly keep you going for ages, but it's a shame that the naff rescue bits get in the way of the fighting and hamper your progress. Still, another playable cart from the Codies which shows there's life in the NES yet. **CHRIS**





Blowing up the enemy railway station on level 2 serves no real purpose. Still, pretend it's British Rail and have a laugh.

Firehawk

Looks
- Decent overhead scrolling landscape, but a bit on the basic side

Sounds
- The shooting, bombing and exploding FX do the job well enough

Gameplay
- Testing blaster that needs more than just quick reactions. But they help

Lifespan
- Gets horribly tough after the first couple of levels. Definitely no walkover

The bottom line
"A challenging and strategic game which is far from being your average, all-guns-blazing shooterama. Sadly, though, the single screen sub-game stops it reaching the heights of greatness"

- **Levels** 7
- **Difficulty** ..... Hard
- **Continues** ..... None
- **Release date** ... Out now

Final score
80%

Join the rotary club and go for a spin!

... Er, the kind with rotor blades, that is. This is what you'll have to do in a typical mission.



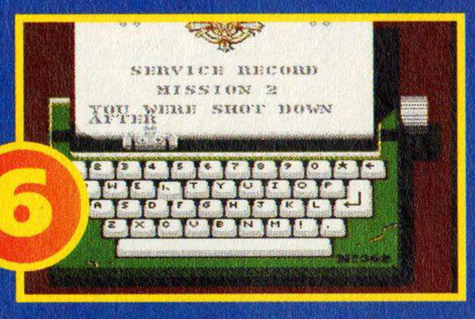
3 Take out the enemy fighters on the ground before they can get airborne and things will be much easier.



4 Here's the first of your blokes. Hover above him for a bit and the action switches to a close-up.



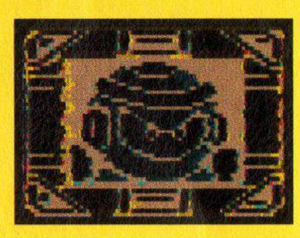
5 On this screen, hammer the fire buttons as fast as you can to hit the incoming choppers and save your little fella.



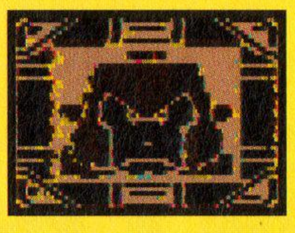
6 Make it back to the ship in one piece and the teletype machine tells you how successful your mission was.

Bad boys!

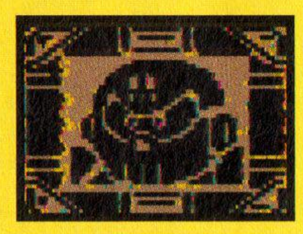
The evil bosses you have to defeat are all waiting at the end of their levels.



Ring Man – nice and easy.



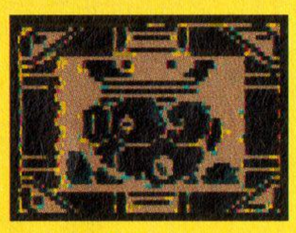
Dive Man – very wet and hard.



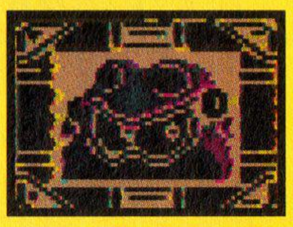
Skull Man – undead horror!



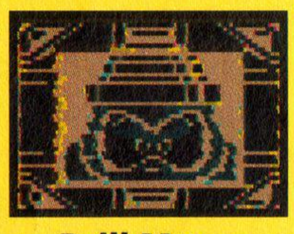
Pharaoh Man – Egyptian antics.



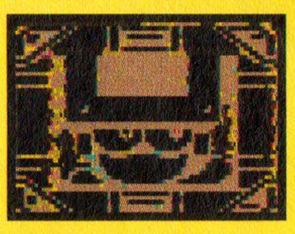
Bright Man – super trouper.



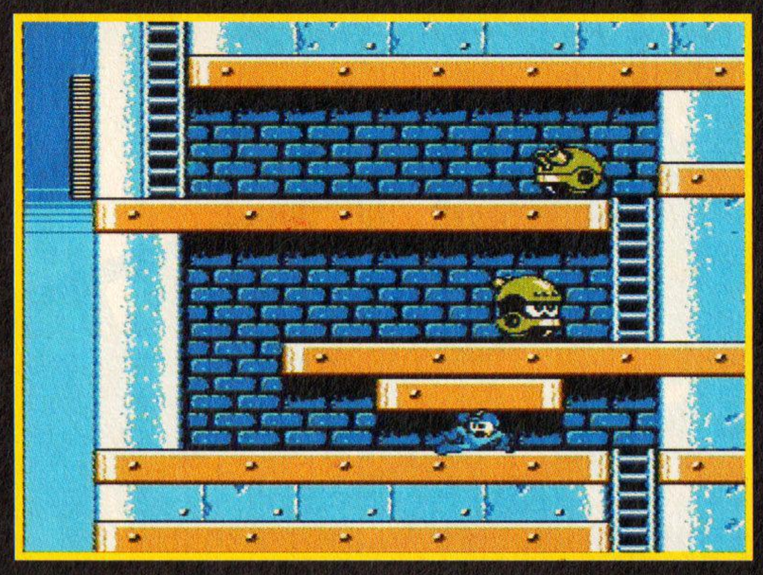
Toad Man – the green machine.



Drill Man – DIY death!



Dust Man – dirty fighting.



Mega Man performs the slide of death, a bit like Strider out of, er, Strider.



Surrounded by evil, Mega Man makes a frantic dash for freedom.

MEGA MAN

For NES (1 player) **From Capcom** **Price £40**



Big Frank gets the pleasurable task of checking out yet another Mega Man game (and there are four more still to come!).

Another Mega Man game! It seems like we get one of these almost every week. Capcom must have some kind of Mega Man factory in Japan, employing thousands of people whose sole job is to produce the next game. To be fair, though, Capcom have taken a decent formula and improved it gradually over the years, and now the Mega Man boys have got it down to a fine art.

MEGAS

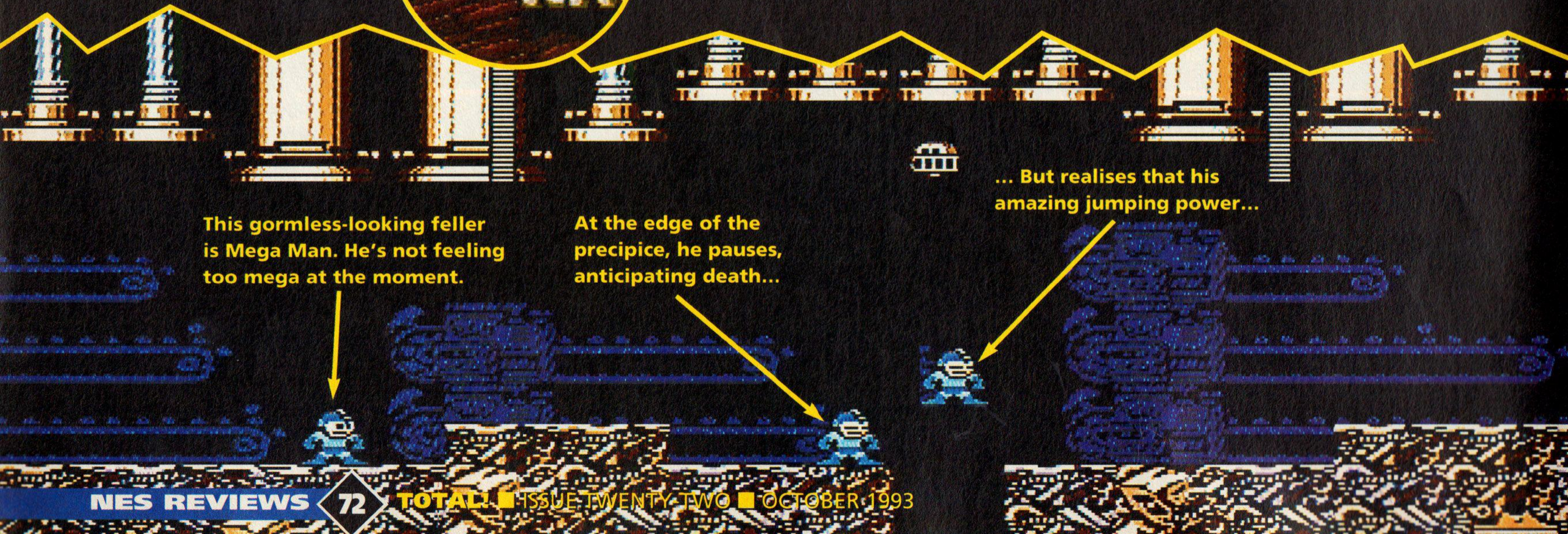
Nice graphics, simple gameplay and plenty of fun and addictive levels. Well up to scratch

This one is, surprise, surprise, a scrolling platform shooter. It offers very little in the way of innovation, but it is larger, more colourful and a tad more playable than Mega Man 3. All the previous Mega Man games have had the same plot, and Mega Man 4 continues the tradition. Only the names have been changed to protect



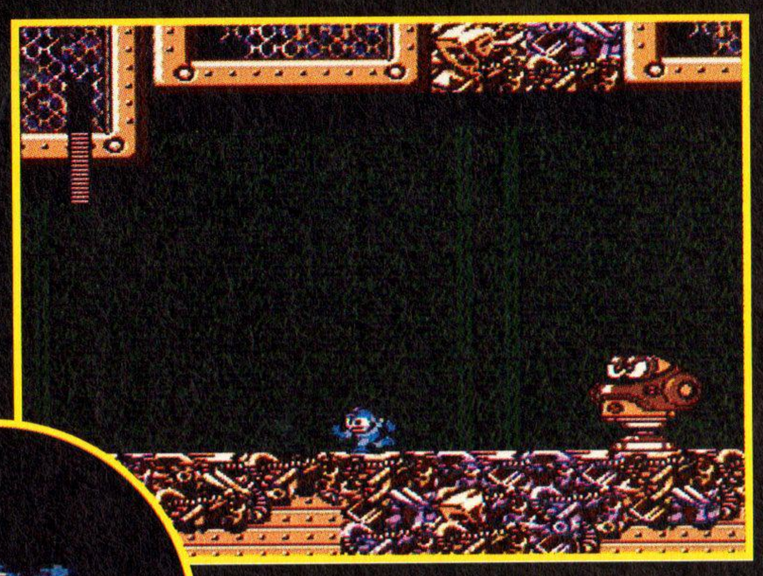
Now, this bit really does look like Strider. Well, the first level of Strider, anyway.







Water makes the going tricky in Toad Man's domain.



Aargh! It's the attack of the spring-loaded novelty figure.



MEGA MAN 4

Mega Man 4

Looks

- Very nice. Smooth scrolling and good use of the NES's limited colour palette

Sounds

- As good as you can expect for an NES, with jolly tunes and decent sound effects

Gameplay

- Rather smart, with slightly more arcady gameplay than the previous three games

Lifespan

- It's huge, it's hard and it's hairy. This one will keep you going for weeks, nay, months

The bottom line

"Well-designed and good-looking. The best in the series so far, but you might be tempted to hang on for Mega Man 5, which could be released after Christmas"

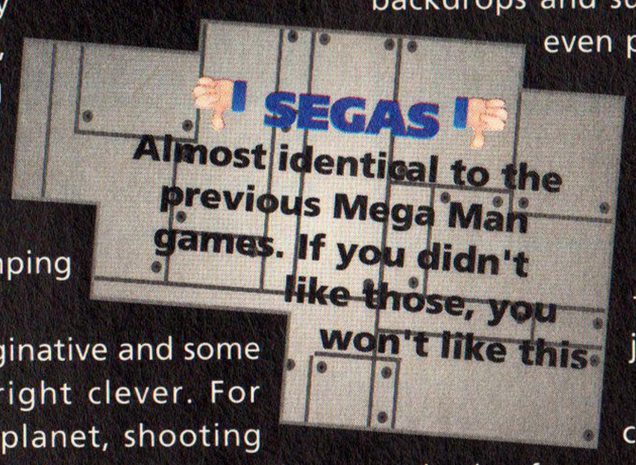
- **Levels** ..... Loads
- **Difficulty** ..... Tough!
- **Continues** ..... Infinite
- **Release date** . Out now

Final score

88%

the innocent. You play Mega Man and have to stop robots taking over the Earth by shooting them. But I expect you knew that already.

The action is so simple that a Mega Drive owner could play it. You simply explore the scrolling levels, blasting (almost) everything you see and solving fairly easy puzzles as you go. These puzzles are never too taxing and usually rely on your jumping and shooting abilities.



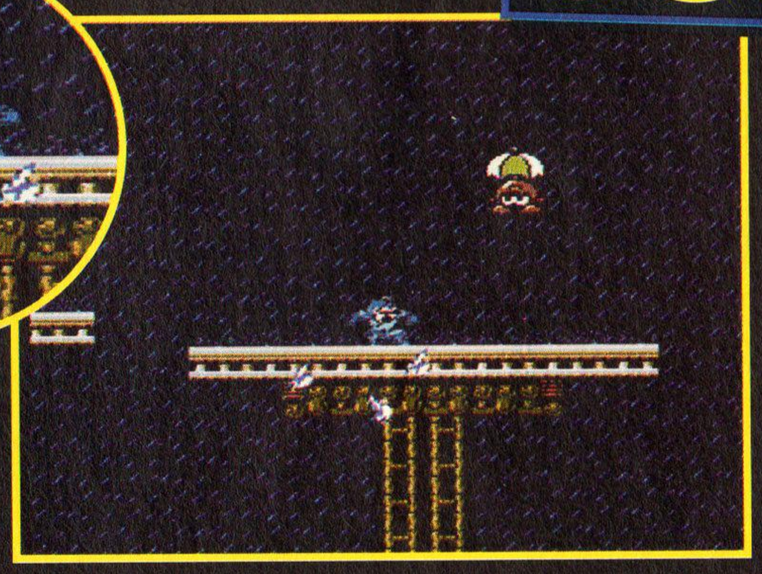
The sprites are fairly imaginative and some of the baddies are downright clever. For example, on Bright Man's planet, shooting certain baddies extinguishes all the lights, while other baddies explode in a flash of sparks, illuminating the scenery once again. The end-of-level critters are mighty impressive, with enormous sprites, brilliant attack patterns and one heck of a challenge.

The graphics are at times fairly stunning for the little NES, with nice backdrops and superb animation. And even platform fans will be impressed by the way things are planned. Baddies pop up out of holes just as you jump, and rain and snow make you slip and slide. It's all fab. The music is good too, with some smart tunes and jolly noises.

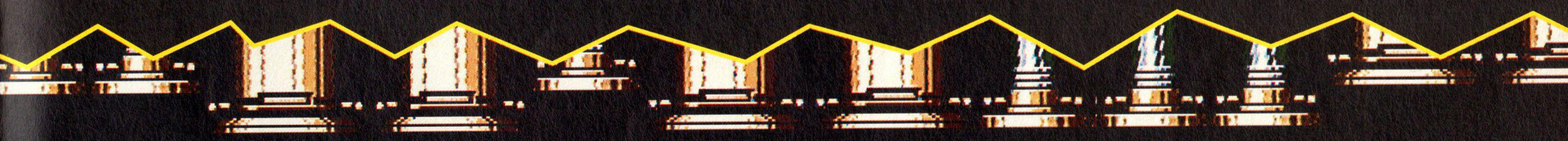
As far as lastability is concerned, Mega Man presents real value for money. The game itself is huge and the difficulty is pitched at exactly the right level: hard enough to make it worth playing but not so hard that you give up halfway through the first level. You soon find out which bosses to attempt and in which order, and the inclusion of a password system smoothes the process. All in all, Mega Man is a fabulous and sweat-inducing package.

FRANK





That creature with the parachute/umbrella thing looks a bit like a lemming. Not quite so lovable, though.



... Will see him safely across every hole he encounters. What a guy! What dress sense.

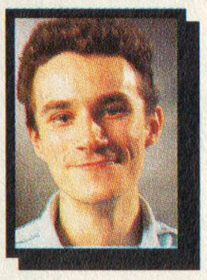
He'll have to take a big run to get across the next gap, though...

... And he makes it! Hooray for Mega Man!

MARIO IS MISSING

© Nintendo of America Inc.

For NES (1 player) **From Mindscape** **Price £30**



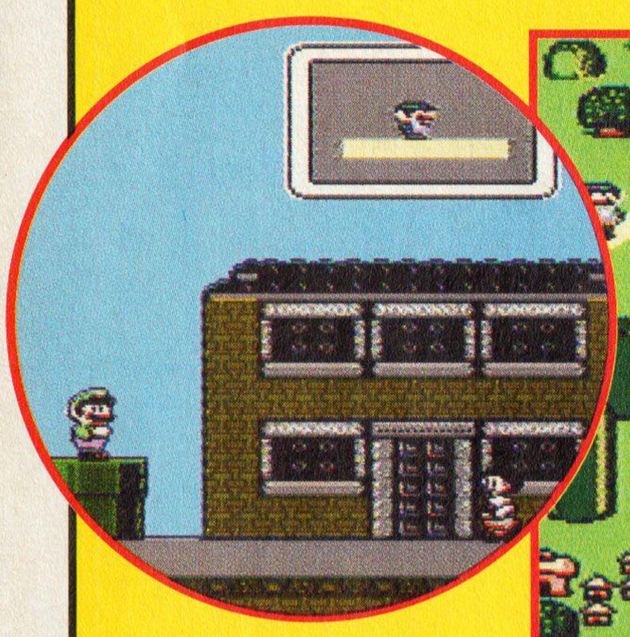
Mario has been kidnapped again. Unfortunately, Chris Buxton is still here.

Honestly, does anyone really care if someone has nicked the foghorn from the Golden Gate bridge? And so what if someone's half-inched some coins out of Rome's Trevi Fountain?

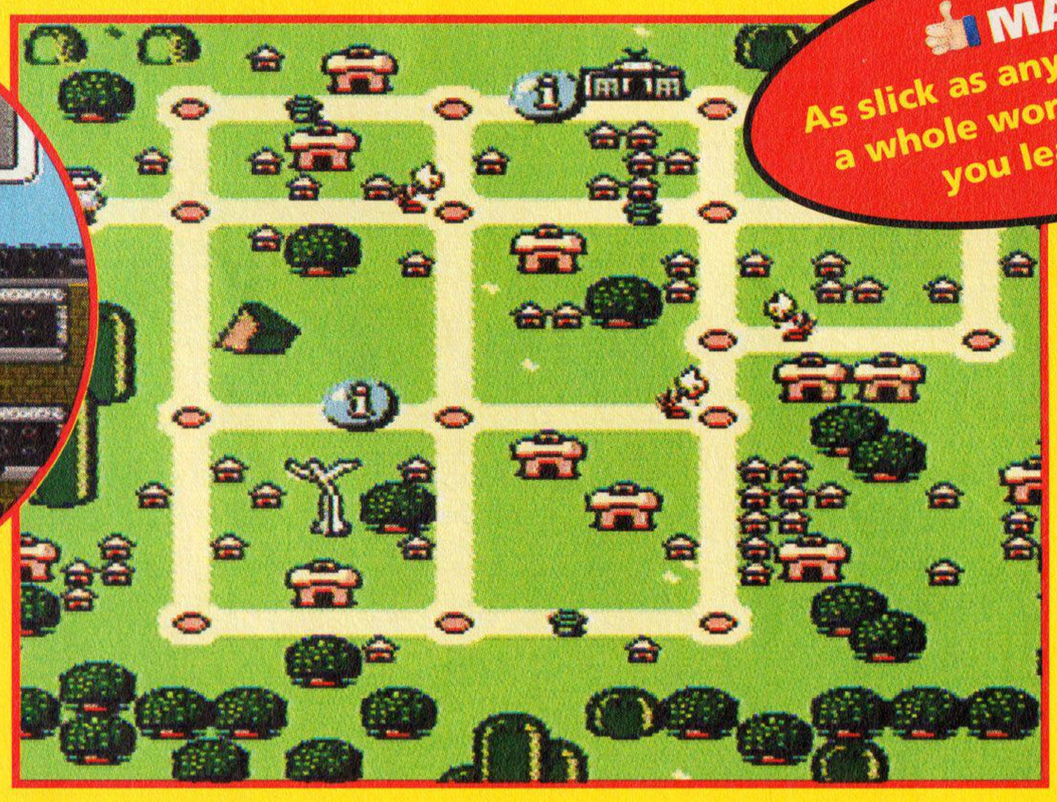
Well, it's all part of a huge and dastardly plot by that arch-enemy of the Mario brothers, Bowser, to take over the world. He plans on kidnapping all the world's most famous artifacts – including Mario. So Mario goes zooming off to Bowser's castle in Antarctica to sort out this villainous reptile, and promptly gets captured himself. Now it's up to Luigi to find his bro and, while he's at it, recover all the world's treasures.

But this is no arcade adventure. It's actually a voyage of discovery around the world, an insight into the cultures of foreign countries, an education in geography and history... Sorry, what was that? 'Education'? Yup, that's right. Mario Is Missing is a game that aims to teach as well as entertain. Or is it an educational program

Get streetwise

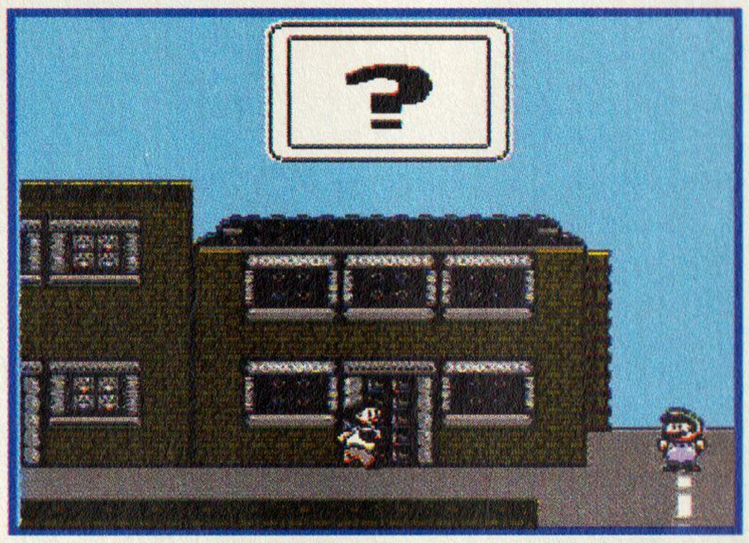


You call up the map screen by stabbing the options button until this very informative graphic appears...



Aha – the town where the streets have no names (oh, no, that's U2, isn't it?). Never mind, at least you have a map.

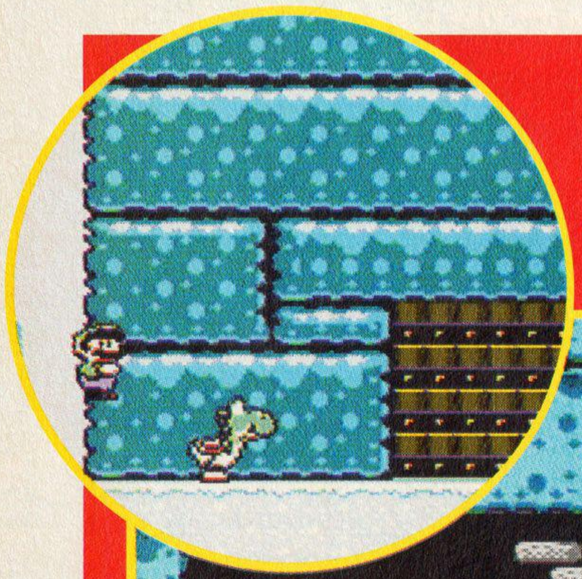
MARIOS
As slick as any arcade game, with a whole world to explore – and you learn stuff, too!



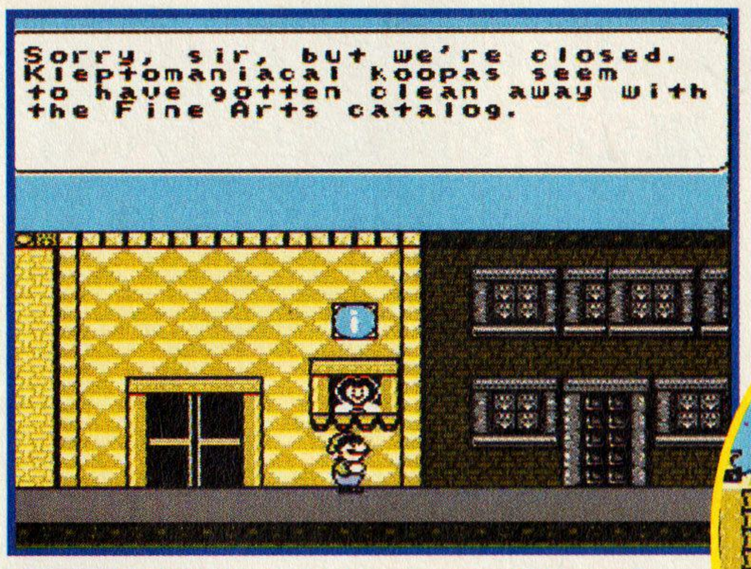
You've got to go into question-asking mode before you can interrogate passers-by, otherwise they ignore you.

Through the keyhole

These doors are your way out of Bowser's castle and into the outside world. Each door represents a different choice of locations for Luigi to visit on his quest to find Mario and the world's missing treasures.



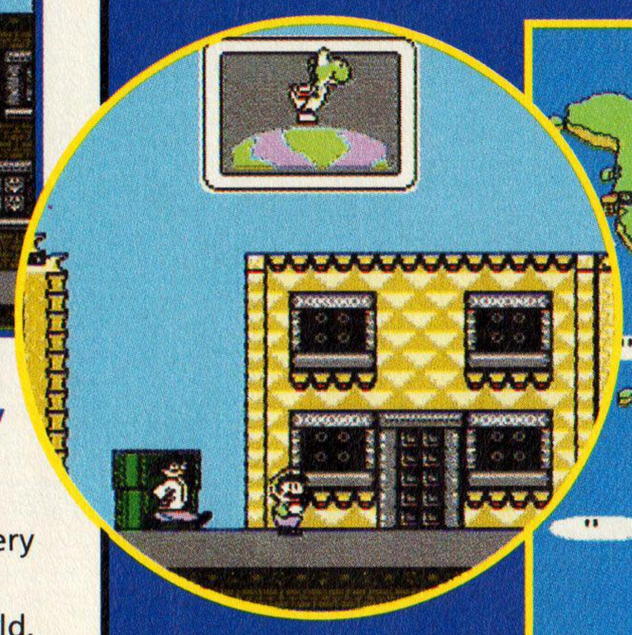
Brr... it's chilly outside Bowser's castle. An even cooler welcome awaits inside...



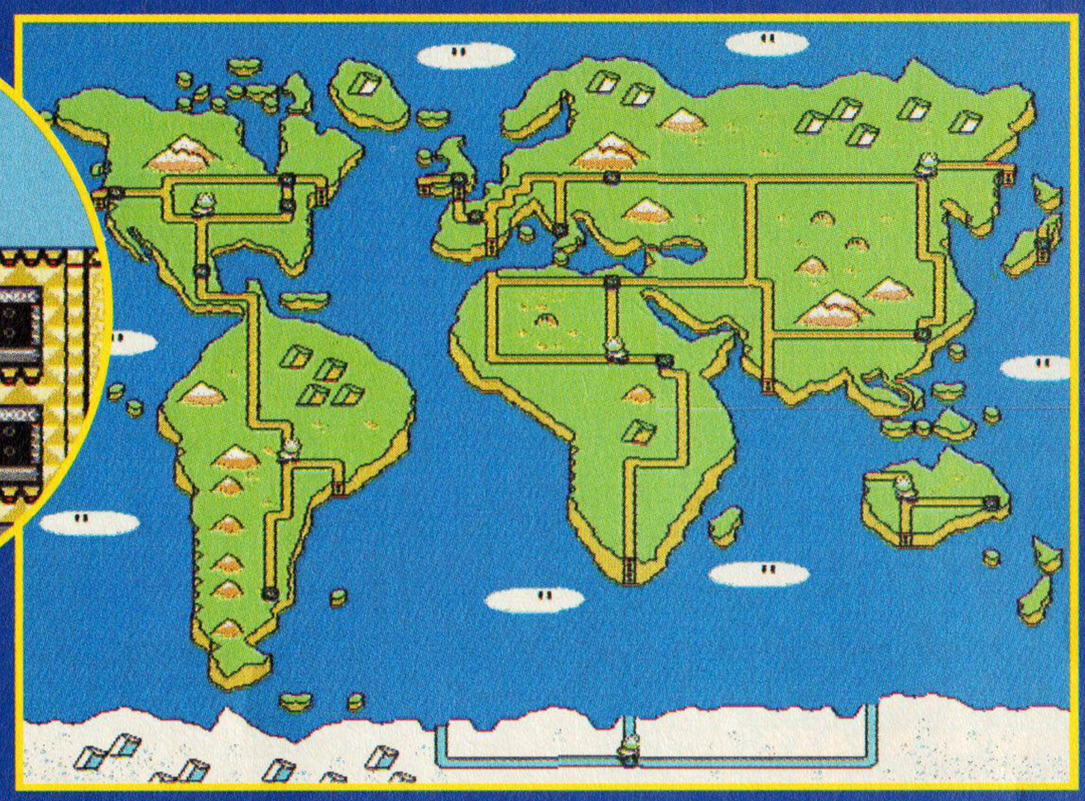
Closed? Think of all those tourists who are going to be heartbroken because they can't visit this art exhibition (yawn).

Worlds apart

You've got to guide Yoshi to the city you're in. It helps to know where it is...



Once you've worked out where you are, prod the options button until globe-trotting Yoshi puts in an appearance.

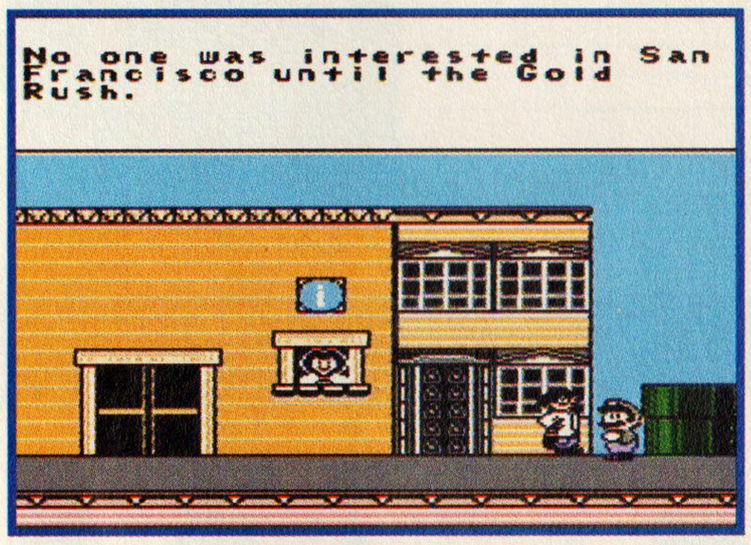


The world's getting smaller every day. It's already half the size of the one in the Super NES version we reviewed last month.

that aims to entertain? Either way, it does it very well indeed.

There are 14 cities to visit around the world, and in each one you have to quiz the locals to find out where you are so that you can direct your pal Yoshi to come to your assistance (he's still waiting in Antarctica). You've also got to find three evil Koopas who are prowling the streets, having nicked three famous artifacts from the city's tourist attractions.

It's easy to get these back. Just bounce on the Koopas to knock the stuffing (and the treasures) out of them. What's not so easy is then working out what the treasures are and where to take them. The locals can help out here. And when they tell you some interesting facts about the objects you're carrying, take note, because the girl in the tourist office will be asking you questions to make sure you deserve the reward.



Yes, and no one was interested in West Bromwich until the Albion (and even then not very much).

BOWSERS

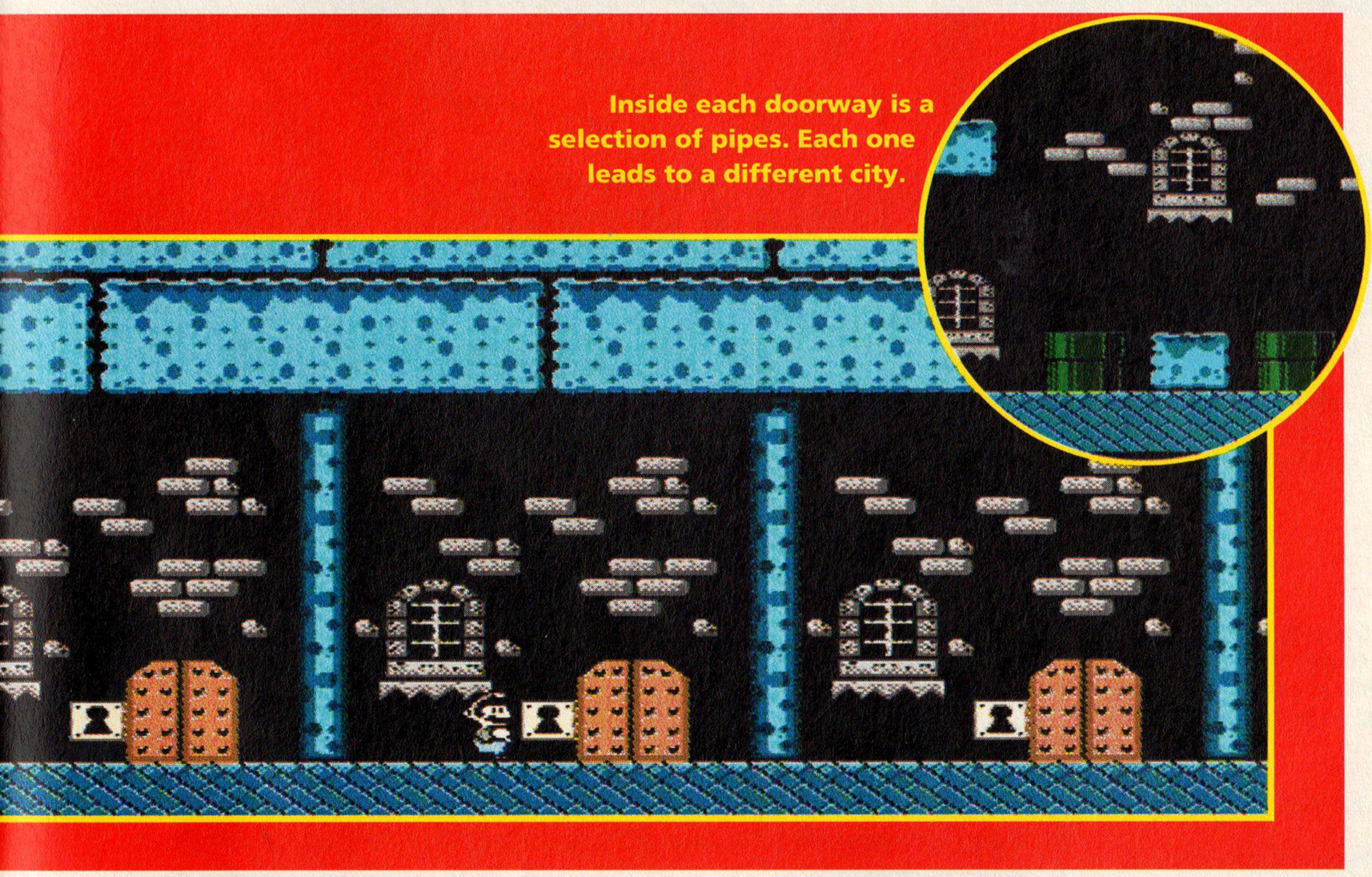
With only 14 cities, any reasonably smart dude will have saved the world within a week

The controls are a bit more complex than your average arcade game's. You can talk to people, swap artifacts around, check out the city map, recall past conversations and call up a world map for summoning Yoshi.

Mario Is Missing is great fun to play, but it's also got real educational value in that it teaches kids about geography, history and other countries in a painless way. On the NES it works a bit differently to the Super NES version, and there are fewer cities to visit, but it still looks great and there's lots packed in.

Don't buy this if you're boning up for an appearance on Mastermind, but for kids aged 8-12, it's great.

CHRIS



Inside each doorway is a selection of pipes. Each one leads to a different city.

Mario Is Missing

Looks

- Detailed, colourful and flicker-free graphics. Perfectly adequate

Sounds

- All the Mario-type jingles and tunes are here. You can't complain about that

Gameplay

- Some repetitive running around, but otherwise quite engrossing

Lifespan

- Smart cookies will finish the job rather too quickly, but it's fun while it lasts

The bottom line

"Mario Is Missing isn't quite as good on the NES as it is on the Super NES – it's missing a bit of the graphical humour – but it packs in almost as much game-play and educational value"

- **Levels** 1
- **Difficulty** ..... Tough
- **Continues** .... Save game
- **Release date** ... Out now

Final score

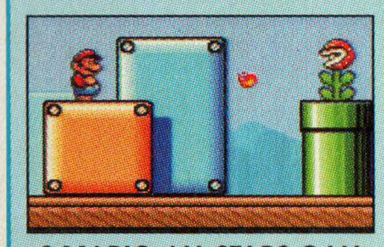
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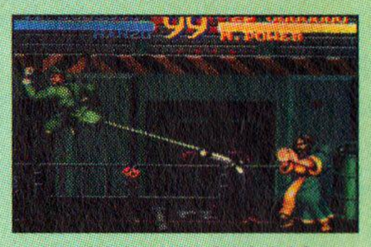
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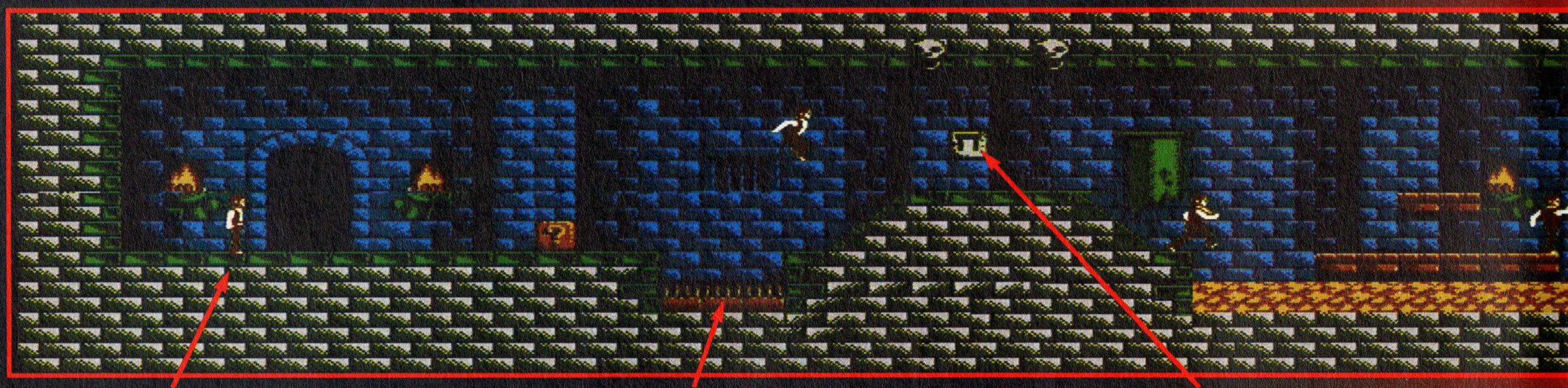
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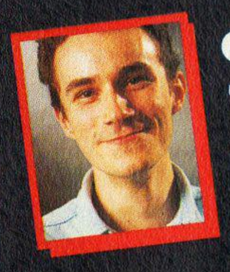
Because the world's best games machine deserves the world's best games magazine.



Here's dear old Jonathan Harker, about to explore Dracula's castle.

Careless old Drac has left reams of spikes lying about the place. Tsk, tsk!

Flick this switch to activate the platform to get across the lava pit.



Chris heads off to Transylvania to indulge in a spot of vampire bashing.

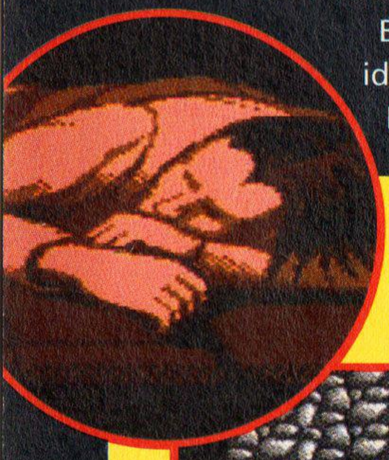
DRACU



Here, Jonathan Harker gets pestered by a bat. He doesn't bat an eyelid. (Sorry.)

For NES (1 player) **From Sony/Imagesoft** **Price £30**

Now, if I was going to design a Dracula game I'd make sure I could be the man himself and go around necking with Winona Ryder, living forever and turning into a wolf whenever I jolly well felt like it. Not so keen on the old Corpuscle Plan diet, mind you, but you can't have everything...



But this game has different ideas. You play Jonathan (Keanu Reeves in the movie) and you've got to struggle manfully with an appallingly bad English accent and a rather too frilly shirt. Oh, and you've got try to kill Dracula, as well, which is what the game is really all about.

Dracula, the game, isn't all that inspiring, it has to be said. Big-name movies invariably end up as platform games and this one has all the hallmarks of your average film-to-game cart. Each platform level is supposed to match a part of the flick in question – there's a journey through Transylvania and loads of levels set inside Dracula's castle – but there was a lot more talking in the film, if I remember rightly.

All the levels are very straightforward. There are bonus blocks to shoot to get more powerful weapons, extra energy and treasure. There are zombies and ghosts that appear from nowhere and rush blindly at you. And there are spikes that pop up out of the ground, moving platforms, disintegrating platforms... all the usual stuff you've seen in tons of games already this year.

So Drac's not in the least bit orig-

STEAKS

The graphics are quite smart and the animation's not bad either. The music's up to scratch as well

'Walls!', I scream!

Every level has secret bits beyond seemingly solid walls.



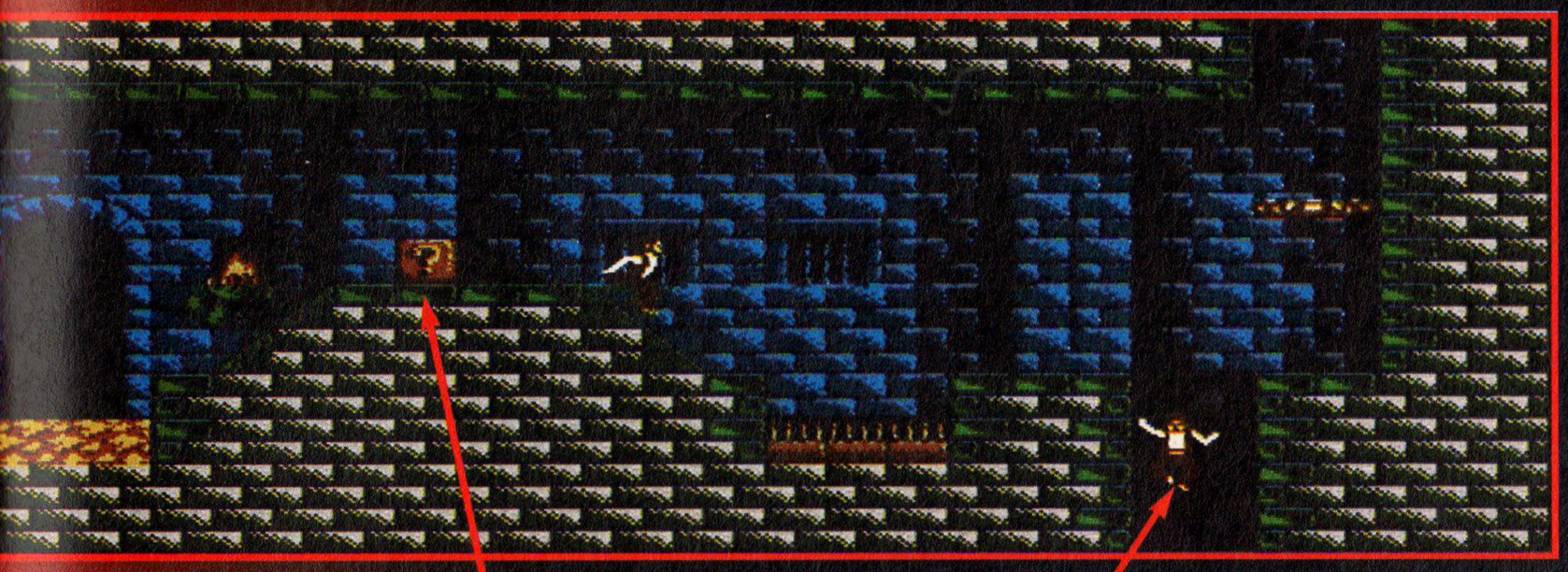
You can see this secret room on the other side of the wall. Later rooms require a leap of faith (and a firm chin).



Jump through the wall and you'll find three bonus blocks and a mysterious figure clad in a towelling dressing gown.



Water's harmful to Harker in this game (maybe he's not too keen on washing).



Hit these '?' blocks to reveal energy hearts, bonuses and new weapons.

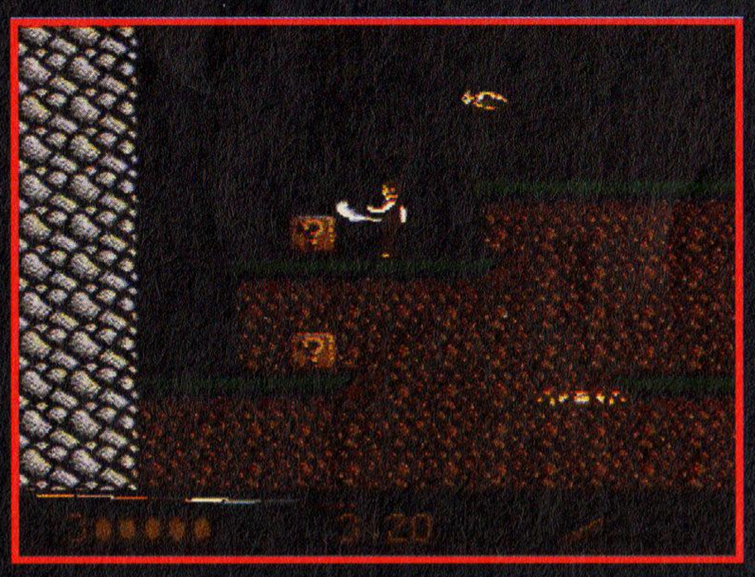
Here, Harker perfects the 'Plummet to your death' move. Well done.



At the end of level 1 Harker faces a tentacled shadow beast. Simple but effective.



DRACULA



Is that Jonathan's dagger or has his ludicrous pirate shirt got caught in the wind?

inal, then. But the big question is, is it fun? Well, it does provide a modicum of entertainment, I suppose, if you're not too choosy. It's all pretty workmanlike stuff, though, and only gets remotely challenging on the hard difficulty setting – I finished the game on the easy level on my second go! The levels do look fairly pretty but there's not much in them and the layouts are simple. The only thing that makes it interesting is finding secret rooms by walking through seemingly solid walls.

STAKES
Too easy and too unoriginal. Put it this way, the gameplay wouldn't make Dracula wake up in a hurry

None of the levels chuck enough monsters at you and as long as you take things slowly you'll walk through most levels. The bosses are dead easy too – there's a method for beating all of them and once you figure it out they're no problem at all.

Dracula isn't a complete dead loss (*dead* loss – geddit?). It's well done and the graphics are good, but it is decidedly average. The levels are easy to plod through and there's nothing to get very excited about. Shame, really, cos the movie was packed with thrills and spectacle and I was hoping for something a bit special from the game as well.

CHRIS

Dracula

Looks

- Crisp-looking platformer with nice sprites for Keanu and all the monsters

Sounds

- Lots of tunes, some good, some okay. The effects aren't too bad

Gameplay

- Just average platform stuff. What more can I say? You've seen it all before

Lifespan

- Too easy on all but the hardest level. And not that much fun anyway

The bottom line

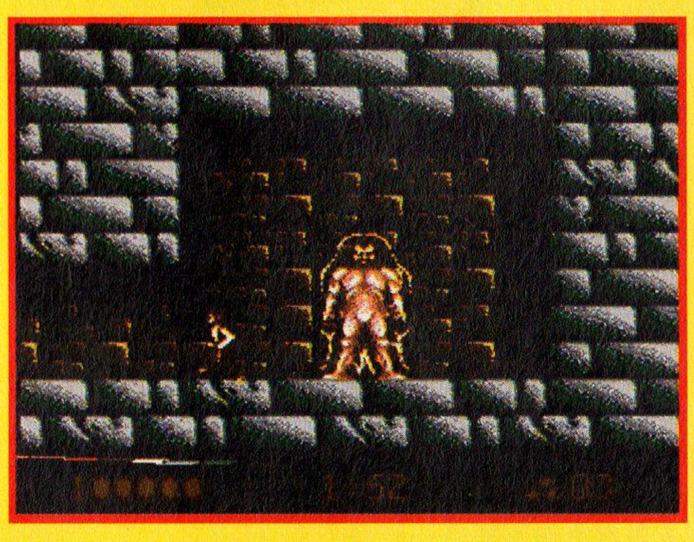
"Just like Dracula, beneath the seemingly attractive exterior of this game lurks an ancient monster – a standard platformer. Not very challenging or much fun, but it's adequate"

- **Levels** ..... Several
- **Difficulty** ... Adjustable
- **Continues** ..... Collect
- **Release date** . Out now

Final score
60%

Making Drac's blood run cold

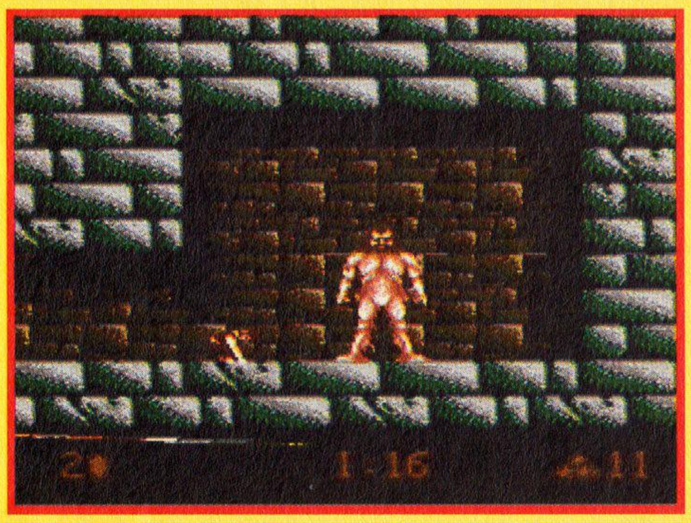
At the end of the second stage you face Dracula in his fearsome pink muscular guise.



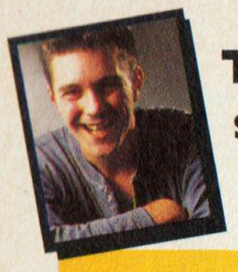
As soon as you get there, Dracula starts glowing. He'll draw you towards him, so keep running away from him.



Then he suddenly stops glowing and you'll quickly have to stop running before he shoots you in the back.

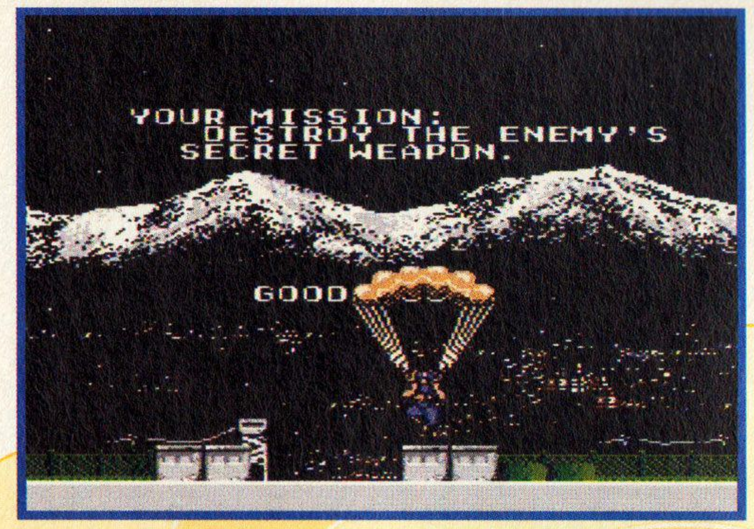


Instead, turn around to face him, crouch down and shoot at him. Get ready to start running as he'll glow again soon.



The NES has been around for centuries (or so it seems) and there are still loads of games we haven't reviewed yet. Here are a few more.

Rush'n Attack



Your mission briefing could do with being just a bit more specific.

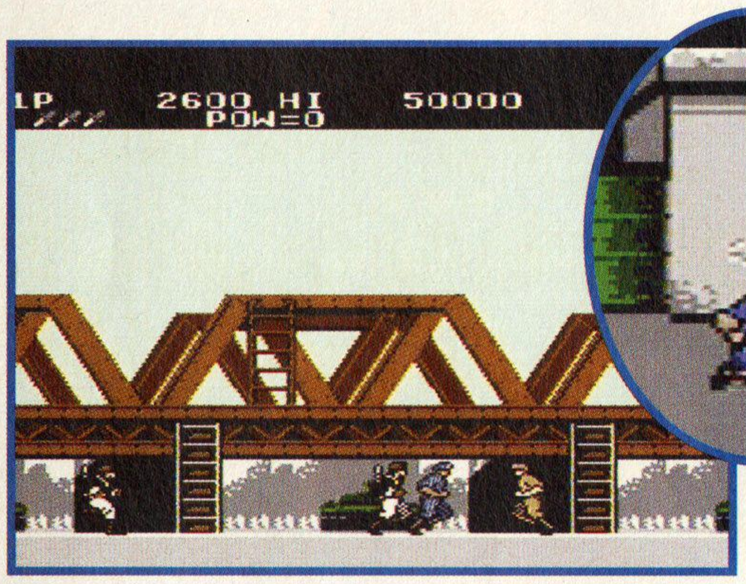
For NES (1-2 players)

From Konami Price £25

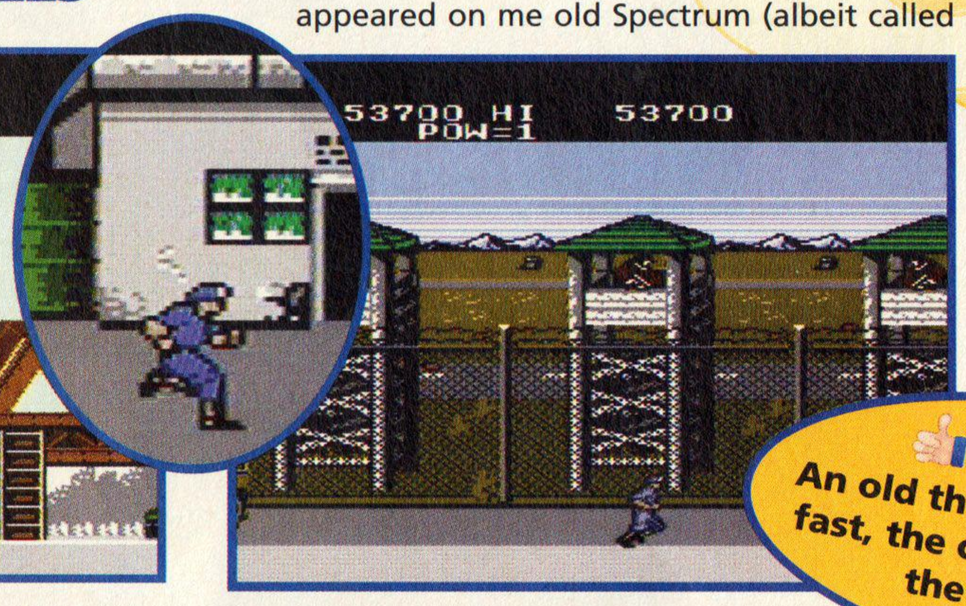
Blimey! If you'd told me several years ago that I'd be reviewing Rush'n Attack on the NES in 1993, a decade after it appeared on me old Spectrum (albeit called Green Beret), I'd probably have splurt my beer. But I am and it's still great, even when the rest of the consoling world has moved on to Mode 7, sprite scaling and virtual reality.

No such luxurious additions for Rush'n, I'm afraid. You gently scroll along to the right, stabbing frenziedly as you go, until you reach the end of a level and hunker down against a vast horde of evil characters.

It's not all knife-wielding action, though. On your way through the levels you'll encounter a varying number of enemy officers, who lie low out of harm's way until you stuff 'em straight under the chin. This is cruel, yes, but in their death throes they relinquish some devastating weapon or other for your use. Splendid.

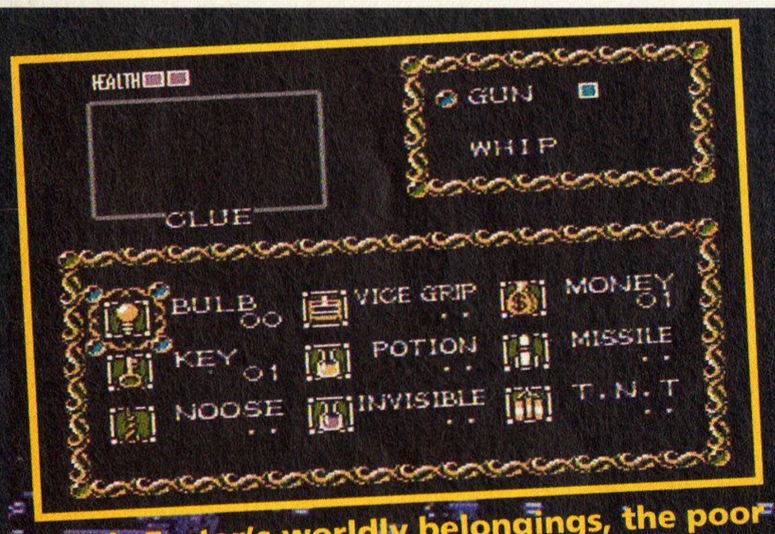


Run along, stab the baddies with your big knife and dodge the bullets.



Erm, just run along this time and do nothing at all.

I KNIVES I
An old thang, but the action's fast, the challenge tough and the levels varied



This is Fester's worldly belongings, the poor chap can't even afford a cup of tea.

For NES (1 player) **From Sunsoft** **Price Shop around**

By Jove, those Addams Family chappies get everywhere, don't they? Gomez has starred in a Nintendo game, Pugsley has romped around in a little adventure of his own and in this game Uncle Fester's having a go too. What a lark.

The game starts out with Fester sitting back, sipping a tasty cocktail and generally chilling out. But as he's taking a well-deserved rest, some dastardly alien mothership decides to kidnap an entire city. Because Fester was well out of the way, he wasn't abducted, so it's up to him to save the city and become the saviour of all mankind. Er, or something like that.

But before you start thinking this game's going to be fun, let me assure you that it's not. There are a few problems with Fester's Quest, and the biggest one is the lack of gameplay. As

FESTERS
Well, it's an Addams Family game, and everybody loves them, don't they?

Fester's



All you have to do here is walk along the street and shoot things. Like, wow.

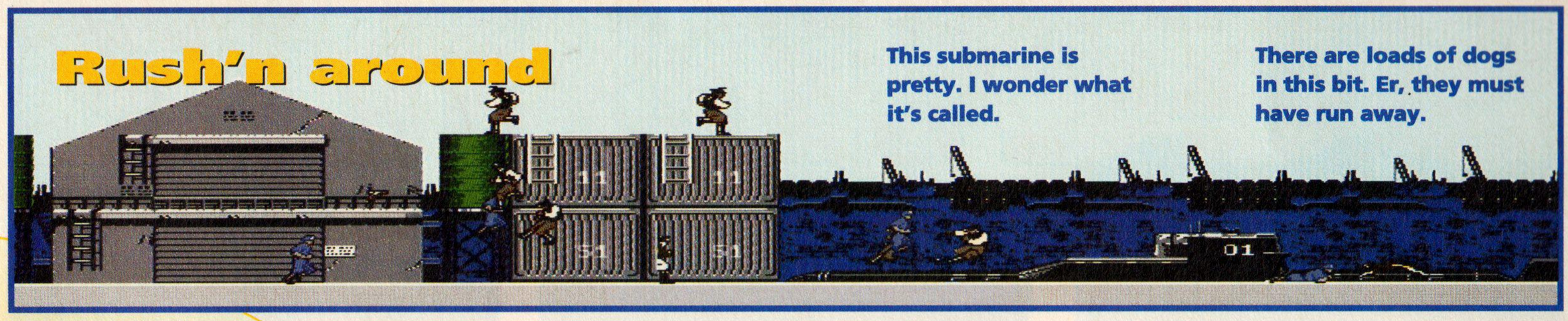


All you have to do here is walk along th.. sorry, that really is all you have to do.



This is a new weapon you can pick up, and it's crap. Like the rest of the game.

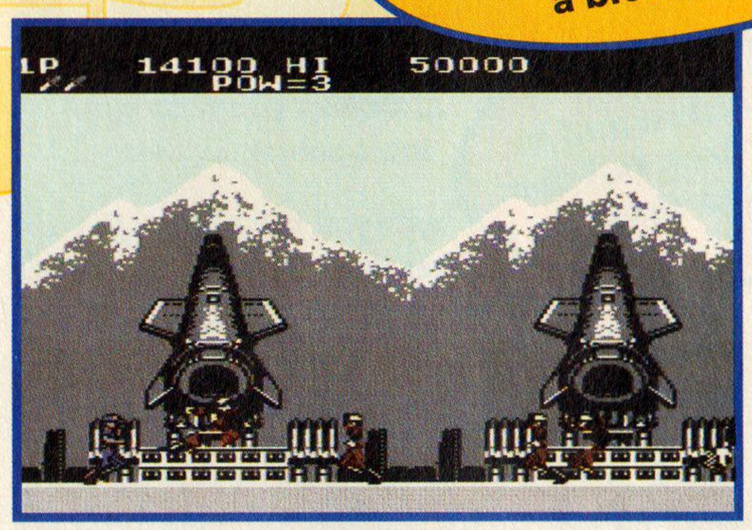
Rush'n around



There are six levels in total, and each one is a bi- or even tri-tier affair, with Rush'n scuttling up and down ladders to evade the steamrollering masses. The graphics are pretty scrummy and the animation – while not in the major league – is certainly good enough to complement the action. Even the gameplay (that nebulous thing that no one can really put their finger on) is as sharp as it always was, relying as it does on just the stab of a button and, er, right on the joypad. Sounds are pretty crap, but hey, whaddya expect?

I DIVES
Gameplay is strictly limited to run right, stab, run right – a bit repetitive

Look at Rush'n Attack as Street Fighter II for the NES, only without a head-to-head option, no special moves, only two different characters and no Champion Edition. Hmm, come to think of it, that describes about 90% of all console games, CD, 8-bit or otherwise. And I reckon I've lost the track of things here... **JAMES**



Don't worry, those missiles are just there for decoration. You'd be in big trouble if they used them against you.

Rush'n Attack

Looks
- The graphics are showing their age, but are better than a load of modern rubbish

Sounds
- Perhaps I was a little cruel on these. They're not too bad, really

Gameplay
- Not much to it, but the action's fast and pretty furious at the end of the day

Lifespan
- Not so good here. Once you've finished, it's a case of 'Argh! Not again!'

The bottom line
"In its time this was fab, but it's now 1993 and you probably fancy a bit more for your money. Still, it's holding its own (just) and you could do a lot worse"

- Levels 6
- Difficulty ..... Hard
- Continues ..... None
- Release date ... Out now

Final score
65%

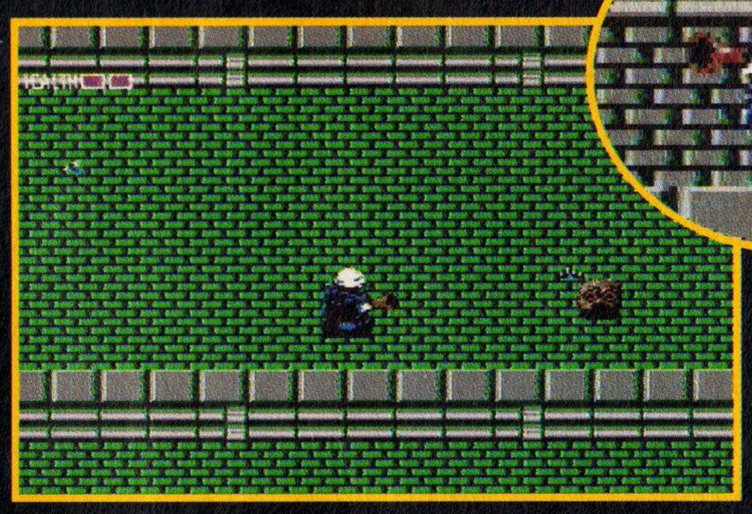
soon as you start playing, you can't help feeling that the gameplay's been kidnapped as well. There are a few enemies to shoot, but the rest have buggered off to planet X with the city's residents. All this leaves you to do is saunter aimlessly around the streets, looking for things to shoot and puzzles to solve. At times you're crawling along the screen at a snail's pace, which gets intensely boring.

As you're walking the streets, you can pick up money and various power-ups by killing the nasty alien scum. Basically, all you have to do is shoot everything and hope you discover something you can use. You can enter houses to destroy alien bosses and collect power-ups from the rest of the Family, but that's it. The graphics are below par – there is a 3D section, but it doesn't improve matters – and the music is terrible. The only good thing about this game is that, well, there are quite a few houses to search.

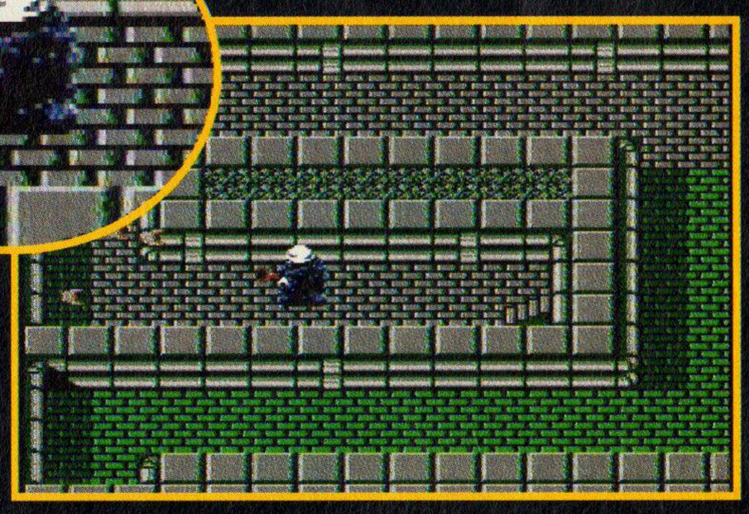
MESSES
Slow, boring, jerky, naff, dull – and that's just the first two minutes

Fester's Quest, which was released way before any of the other Addams games, is very shoddy. If you've got the choice between buying this and having your legs hacked off with a rusty old potato peeler, go for the spud stripper every time. **JAMES**

s Quest



More walking-along-the-street action that will take me all blasted day, I'm sure.



I'm really tired now. I think I'll just sit down and have a rest for, oh, several years.

Fester's Quest

Looks
- As you move, the backdrops become jerky and blocky at the edge of the screen. Sad

Sounds
- Imagine a tuba playing at maximum volume while you've got the stereo on

Gameplay
- None. You just wander around each level not doing very much at all

Lifespan
- If it lasts for more than two days, you've got the patience of a saint

The bottom line
"This is one of those games that your gran would buy you for Christmas – sort of like a woolly cardigan, but worse. Steer clear if you can. If not, tough luck – you're on your own"

- Levels ..... 13 houses
- Difficulty ..... Easy
- Continues ..... None
- Release date ... Out now

Final score
14%

Section Z

For NES (1 player) **From Capcom** **Price Shop around**



Shoot these guys, shoot them some more, then shoot them again (just to be sure).



In space, no one can hear you scream...



... Unless you stub your toe against an asteroid.

ZEDS
Good blasting action and in places it's really fast, but the end comes too soon

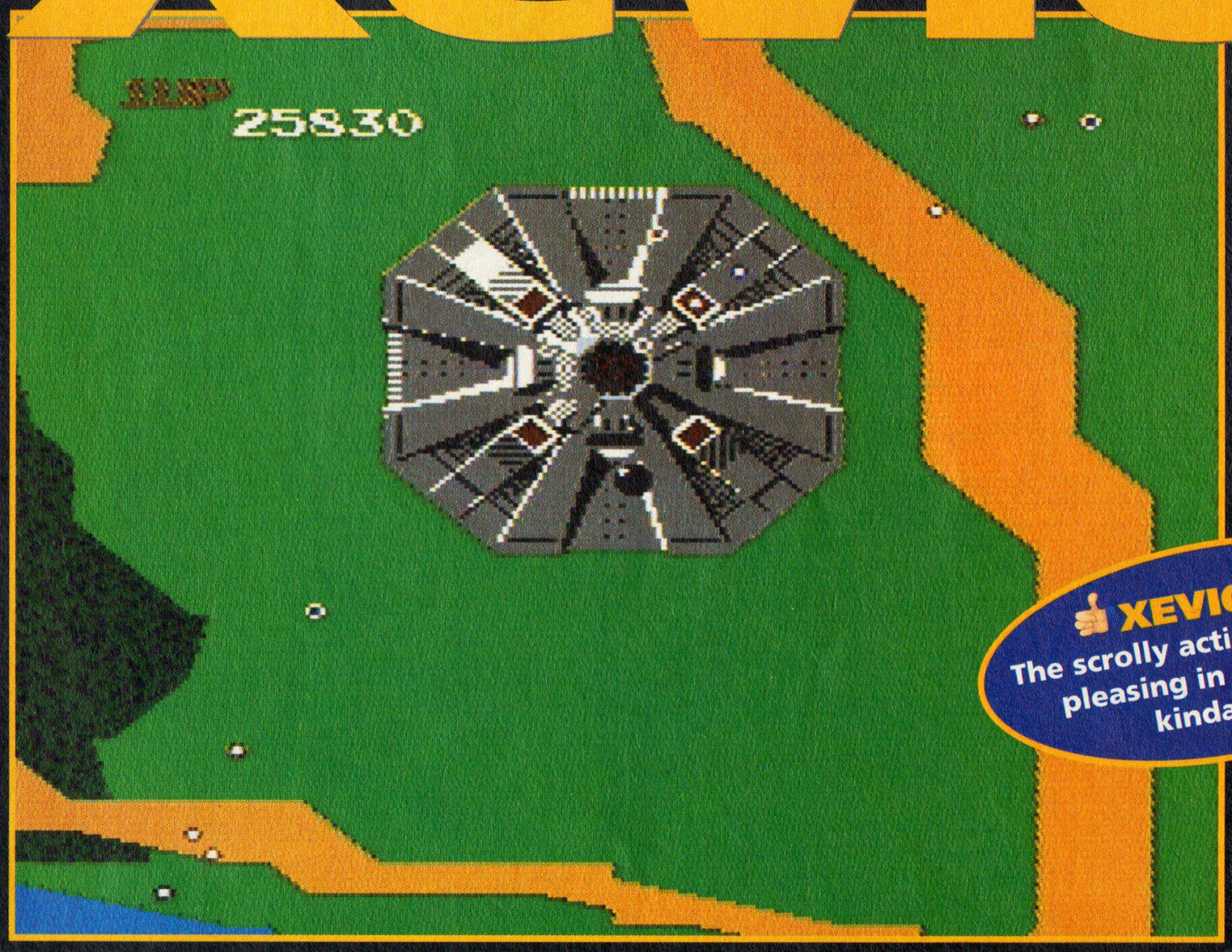
Any space orientated shoot 'em up worth its salt has the same identikit plot: you are a mad fool/the only survivor of the human race* and you must kick ass/rescue the princess* (*delete where applicable) while single-handedly fighting off the entire universe. Section Z involves you in the afore-mentioned mad fool/kick ass scenario. Doesn't sound too promising, does it?

But don't give up hope just yet. Section Z is in fact quite a respectable game. It starts off in space, with you flying through wave after wave of aliens. You then pass through caverns full of more alien lifeforms, which get harder and tougher and have more tricks up their sleeves the further you get. Once you've got through the easier levels, where the shooting action is pretty mundane, the aliens start ganging up on you and using weapons like cluster bombs that shoot out 16 bullets. You can fight back with three-way lasers and the like, and there are loads of missiles and speed-ups to be



It's all getting hectic and lots of bullets are flying my way. Better move, then, I s'pose.

Xevious



This huge baddie at the end of level 1 is a real git. Dodge the bullets and keep firing.

For NES (1-2 players)
From Bandai
Price £25

XEVIOUS
The scrolly action is vaguely pleasing in a neolithic kinda way

Heck, man. This one's older than me, and just as staid. Xevious (from now on known as Devious cos that's what it should have been called in the first place) is a very, *very* standard seen-from-above shooting affair, with the top of the screen relentlessly scrolling to the bottom of the screen, and shooting sprites laid over the top. I say sprites but most of the opposition looks suspiciously like dinner plates. They're all stunningly slow and the whole thing smacks of intense tedium after you've played the game for about three minutes.

The storyline is all ludicrous so I won't even bother with it, and as the game's been around in one form or another for longer than I care to remember you'd expect something other than a fine line in storytelling. One good thing about Devious is the background graphics, which look

TOTAL! TACTIX

Zzzzzzzzz...

Look, it's a shoot 'em up. What can I tell you?



Run away from these guys then turn around and shoot them – they're fast.



Collect that rocket in the middle of the screen and fire it at your enemies.



Yet more shooting to be done here. And over there.



Yep, plenty of shooting in this shoot 'em up. Good-oh.



Watch out for these missiles – they kill you, you know.

collected en route. Sadly, though, you may find that the action is a bit repetitive and you'll soon tire of wiping out hordes of alien scum.

Generally, people see space shoot 'em ups in two different ways: you either love them, however standard or uninventive they are, or you think of games like Section Z as yet another attempt to steal your hard-blagged pocket money with false promises of exciting gameplay. Just think carefully before you buy this game. There are lots of worse shoot 'em ups around, but if you're bored with blasters, this certainly won't impress you.

JAMES

SADS
Repetitive gameplay that will surely bore you before you finish the first level

Section Z

Looks

- The animation isn't very good and the backgrounds just repeat themselves

Sounds

- Lots of explosion noises, but lots of tedious bleeps as well

Gameplay

- Okay at first, but it doesn't change at all throughout the game

Lifespan

- I doubt whether anyone would play this for a few days without finishing it

The bottom line

"Narrowly avoids the scrap-heap and manages to scrape in as a game worth playing if you can't find anything else. All right for a bit of shooting practice, but that's all it's got to offer"

- Levels 4
- Difficulty ..... Easy
- Continues 1
- Release date . Out now

Final score

42%

pretty nice as they tootle by. Gives you something to look at as you go past, I suppose.

Other than that, I'm at a bit of a loss as to what else to say. It's old, it plays okay (albeit slowly) and the whole thing's just so astonishingly average it doesn't really warrant any more comment. If I were pushed for a few more words – and I think I might be – I'd have to say that games of this ilk represent a long-forgotten era of computer gaming that is best left unearthed. If you've already got them, then there you go.

But really, titles like Devious don't do anything on the NES that games on the Spectrum and VIC 20 didn't do a decade ago. Waste of time, I reckon.

JAMES

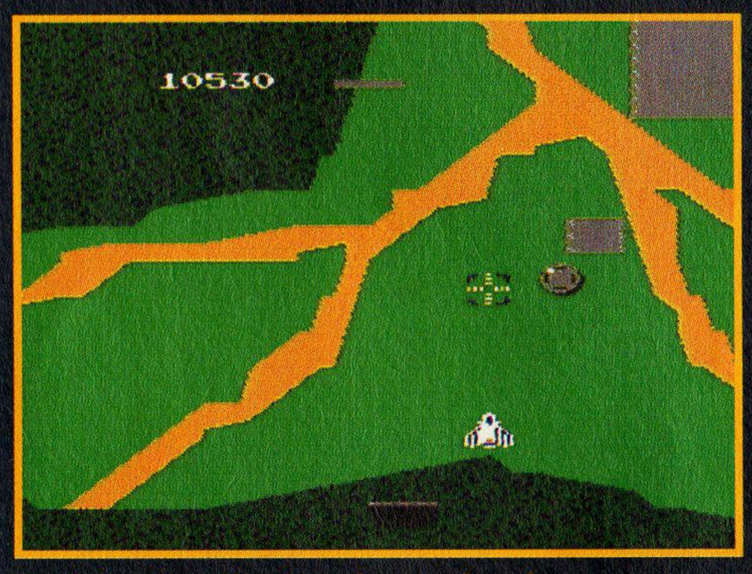
GRIEVOUS
Dated gameplay makes it as interesting as watching cabbages rot



The ground textures often include Inca-style patterns, but there's absolutely no explanation for this in the plot. Even if there was, it would probably be boring.



That cluster of four globes in the top right of the screen can be destroyed by a single well-placed shot. Doing this makes the whole thing much easier.



Try blasting the jungle randomly – sometimes bonus points can be earned as spires rise magically from the ground.

Xevious

Looks

- The main sprites are pretty weak, but the backgrounds are pleasant enough

Sounds

- There were some? This was obviously conceived before computers had sound

Gameplay

- Simplistic left, right and fire stuff is compounded by the game's terrible sloth

Lifespan

- Not bad, but the lack of speed and variety have got to count against it

The bottom line

"Good in its time, I'm sure, but things have moved on an aeon or two since 1986 – even on the NES. Still, the simple gameplay is solid enough and might appeal to the simpletons amongst you"

- Levels ..... Sort of lots
- Difficulty ..... Too easy
- Continues ..... None
- Release date ... Out now

Final score

58%

TOTAL!

TACTIX

Oh no, more tips. That means that instead of flogging our TOTAL T-shirts down the market for a tenner apiece, we'll have to give 'em to you lot. Blast.

WORLD CUP

GB TACTIX

You're sat on the train playing World Cup on the Game Boy. You can't be bothered to play all the way through it, but just want to win the World Cup before you arrive at Ongar tube station. Why not enter this handy code: **01633**. This will let you zip straight to the final, without all those tedious semi-finals and stuff. Ta to **Kevin Millar** from Airdrie for that one.

SUPER MARIO KART

SNES TACTIX

Although this tip is dead obvious, a surprising number of people think it's the height of gamesmanship, so we thought we'd print it anyway. When the second red light comes on at the start grid, hold down the accelerator for a boosted start. Once in front, you should be able to gain a fairly good lead. No prize here because lots of people sent it.

BUBBLE BOBBLE

NES TACTIX

Ho, ho! You lucky Bubble Bobble players can now scoot around any screen you like with this fabulous selection of level codes from **David Cassidy** of Glasgow.

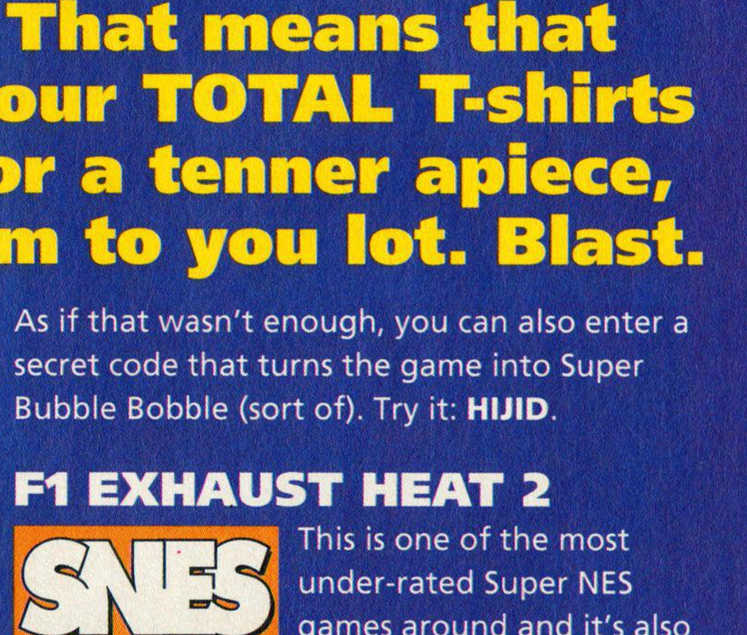
5. **BIFFB**	40. **IGGGB**	75. **JAIIB**
10. **BCCCB**	45. **IJEEG**	80. **CCCCB**
15. **BEJJJ**	50. **FIIIG**	85. **CEJJJ**
20. **AFFFB**	55. **FBAAG**	90. **CBIIB**
25. **ACJJI**	60. **FCEEG**	95. **CIAAJ**
30. **AGJJJ**	65. **JJCCB**	99. **GEJJJ**
35. **IFIIG**	70. **JEEEB**	

As if that wasn't enough, you can also enter a secret code that turns the game into Super Bubble Bobble (sort of). Try it: **HIJID**.

F1 EXHAUST HEAT 2

SNES TACTIX

This is one of the most under-rated Super NES games around and it's also extremely tough when you get to the later rounds. Try these codes for a special bonus game thingy. Simply press the following sequence: **Y, Y, Y, Y, X, X**, or perhaps **X, X, X, X, Y, Y**. Either way, you're in for a top sub-game-related laugh.



'Hmm. The M25's quiet today.'

SUPER PROBOTECTOR

SNES TACTIX

If you're playing in two-player mode, try hitting the **A** button as quickly as you can to swap your remaining smart bombs for lives. Useful in tricky situations. Thanks to **Alan Sharples** in Newcastle.



Terry The Tortoise awakes from hibernation.

SUPER MARIO WORLD

SNES TACTIX

There are dozens of ways to get extra lives in Super Mario World, but this one, from **John Palmer** of Romford, is among the quickest and easiest. Just after the halfway tape in Forest Of Illusion 1 there's a changing block. This is the block that cycles through the power-ups. Time it so you get an invincibility star and immediately start sprinting right. Bonus lives aplenty will result.



This cheat gives you more bonus lives than anywhere else in the game. Not bad, eh?

GO GO TANK

GB TACTIX

This peculiarly named Japanese game was one of the first grey imports available, and as a result, a fair few of you lot have it. This tip is just about the best you could ask for. Simply press the following key sequence to achieve complete invincibility: **L, U, R, U, L, L, U, R, U, L, U, L** and **START** on the title screen. For seven lives, press the following instead: **L, U, R, U, L, L, U, R, U, L, U, R.** And there you have it. Thanks to **Paul Roberts** of Surrey.

PRINCE OF PERSIA

SNES TACTIX

Forget those silly level codes. **Chris White** from Leeds has sorted it all out at long last. Enter the word **SPECIAL** on the password screen. It will be rejected, but don't panic – simply start the game and pause it. Now key in this sequence: **B, Y, U, D, LEFT, RIGHT, L, R**. You'll hear a weird noise. Now press **START** and **SELECT** to choose your level. Fantastic. A T-shirt is on its way to you, Chris.

SPINDIZZY WORLDS

SNES TACTIX

This fab game is available both from exotic Japanese importers and the less than exotic Woolworth's. Still, it's a tricky blighter and some of the later levels are amazing, so try entering this password for a rather lovely level-select option: **MIMICHAN** Saves you going through all that tiresome game-play business. That one was also from **Chris White** in Leeds, but he's only getting one T-shirt. Sorry, mate.



Use our level select and go for a spin.

SUPER GHOULS 'N' GHOSTS

SNES TACTIX

To select any level you want, go to the option screen, highlight the word 'exit' and press **L** and **R** simultaneously to reveal a lovely level-select option. You can choose your favourite track as well. Incidentally, there's a fabulous (possibly) prize for the first reader who can tell us how to complete this game with ease. What we want to know is : how can we get the super beam weapon every time? Send your answers to **Tactix Compo** at the usual address.

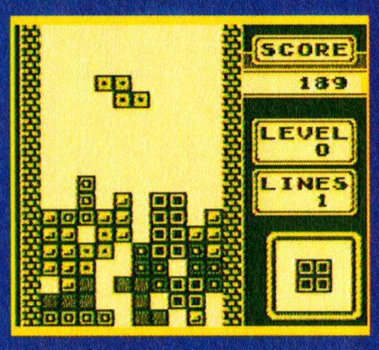


Spooky stuff, huh?

TETRIS

GB TACTIX

I mean, come on! As if Tetris wasn't hard enough, someone wants to make it harder. If you've become a Tetris-meister over the years, you may find this cheat a real treat. If you're crap, like me, you'll think it's some kind of macabre sadistic prank. Simply Press **DOWN** and **START** on the title screen and the game difficulty increases by a factor of 10. You'd be sick to try it, though.



SUPER ADVENTURE ISLAND

SNES TACTIX

This game is actually quite under-rated – it's almost worth buying for the music alone. It can be tough, though (largely thanks to the iffy collision detection), and you'll need a bit of help to complete it. How about this level select cheat? On the title screen, press **R, R, X** and then **START**. Kerblam! You can now select any level and stage you want. Thanks to **Alison Chalmers** of Kent for that.



DOUBLE DRAGON II

NES TACTIX

Frankly, this cheat is a bit sick and you can blame **Jamie Leith** of Glasgow for it. Select a two-player 'B' game in Supreme Master mode. Bump off the first few baddies who come at you and then, when things get a bit quieter, smack your brother around until he loses all his lives. Every life he loses, you gain one, so you can now continue the game with eight lives instead of four!



SUPER SOCCER

SNES TACTIX

This is a bit like Super Soccer Turbo Edition, or something. To have two identical teams play each other, try this convoluted cheat. Select the Nintendo team for both players and then move player 1 to the same team as player 2. If player 2 presses **Y**, both teams will be utterly identical (apart from the away strip, of course). Thanks to **David Collinson** of Clwyd for that rather nifty hint.

TURTLES: FALL OF THE FOOT CLAN

GB TACTIX

On level 5, take a wee wander over to the left-hand corner of the screen and jump straight up in the air. Boing! Off you zoom to a special bonus level. Cheers, **Chris Horton**.

BATMAN RETURNS

SNES TACTIX

We've already given you a cheat that gives you nine lives, but how do you fancy nine continues? Simply (or not quite so simply) do the following: just go to the title screen, move to Options and press **START**. When you're in Option mode, take controller 2 and press these buttons in this order: **U, X, LEFT, Y, D, B, RIGHT, A, U, X**. Bing! You've now got nine continues. Credit for that tip goes to the mysteriously named **Yankee Dougal**.

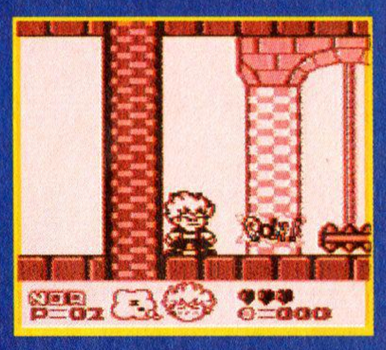


Batty batters baddies.

KID DRACULA

GB TACTIX

Having trub with this neat Konami game? Well, ruin it all for yourself by using these complete level codes. Honestly, you folks don't know the meaning of the word 'challenge'.



Level 2: **5613** Level 3: **3272** Level 4: **7283** Level 5: **5346** Level 6: **7225** Level 7: **5539** Level 8: **7158** There you go. There's no excuse for not completing it now.

TUFF 'E' NUFF

SNES TACTIX

Here's a turn-up for the books. Most tips get sent in by readers, but these are from Jaleco, the manufacturers of the game. The first cheat allows player 1 to use all the boss characters. Go to the Mode Select screen and press **LEFT three times, RIGHT three times** and **LEFT seven times**. Press **START** and you'll hear an explosion. You can now select any of the boss characters. Tuff 'E' Nuff is best enjoyed with a friend, so here's a cheat allowing both players to choose any character. Again, go to Mode Select and press **LEFT three times, RIGHT three times** and **LEFT seven times**. Press **START** and wait for the explosion sound. Now press **RESET**. Go to Mode Select again and press **RIGHT three times, LEFT three times** and **RIGHT seven times**. Press **START** and you should hear an explosion. Now players 1 and 2 can select any fighter they wish.



If you're not Tuff 'E' Nuff to beat these dudes on your own, use our cheats.

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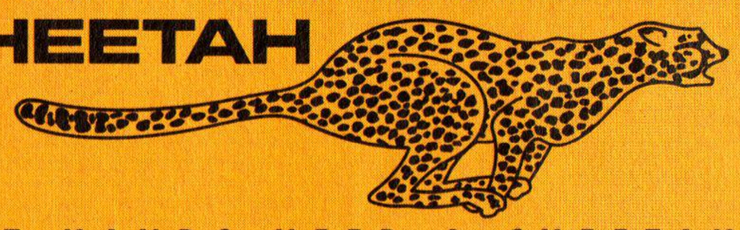
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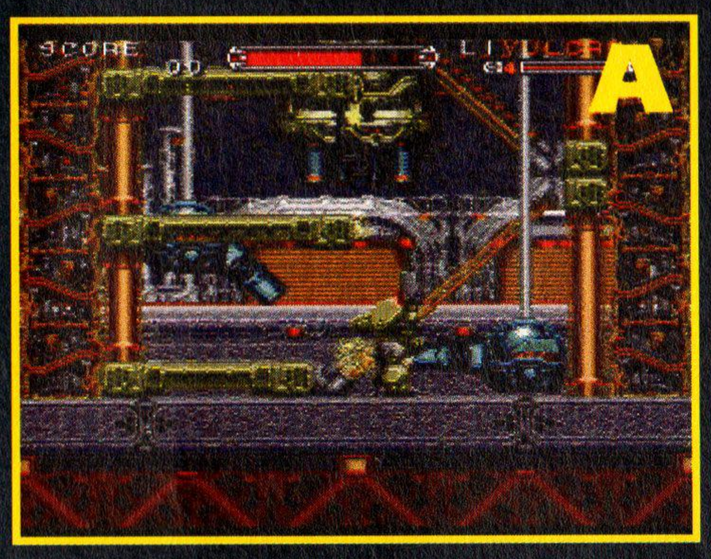
CYBERNATOR

For Super NES (1 player) **From Konami** **Price £50**

SNES TACTIX

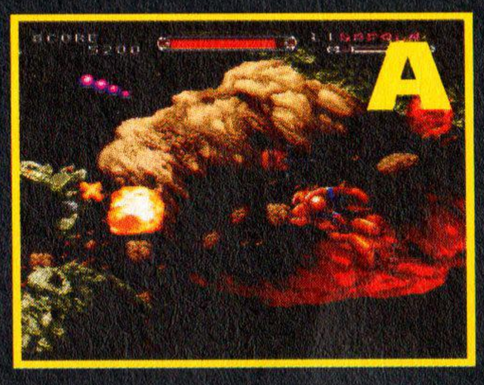
If this heavy-metal platform blaster is proving a burden, our player's guide will take the weight off your shoulders.

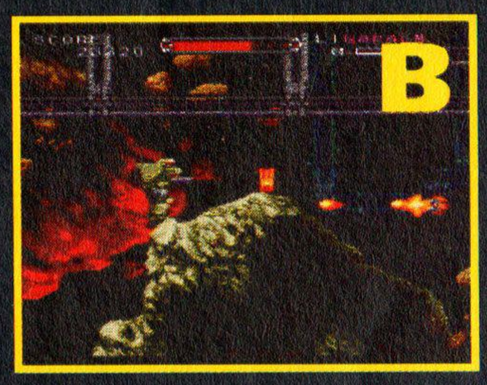
Final score **83%**



LEVEL 1

Use the cheat we gave with the review back in issue 19, which was: run through the upper parts of the first level without firing a single shot. When you get to the far right, drop down to the bottom of the energy unit. Lock the gun so that it's pointing directly up and then blast the energy unit, ignoring the two defence guns on either side. If you've shot anything on this level apart from the energy unit, the cheat won't work and you'll be making life very difficult for yourself.



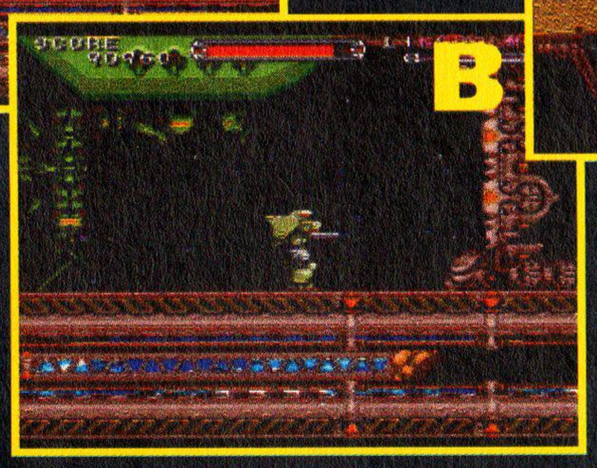




LEVEL 2

The first half of this level is a scrolling blaster (A). The first thing you want to do is switch your weapon to napalm (which you should have if you did the first level correctly – if not you'll have to do it again). Lock the gun so it's pointing directly right, then move up and down the screen, avoiding the asteroids, and blast the baddies. The second half of this level involves floating through space to reach the guardian. The best route is to head up to the top of the screen and move across the top on the asteroids. Pick off the guns and grab the power-ups (B). Remember, don't bother putting weapon power-ups on the napalm gun because that one's already full. When using the napalm gun, allow it time to recharge before firing again. This way you'll end up with a more effective stream of fire. At the end of the level, try to come in on a diagonal, as shown (C), with your gun locked right, then blast away at the mobile artillery. You should blow it up in four seconds. If you die on this level, you'll lose the napalm and will have to do levels 1 and 2 again.















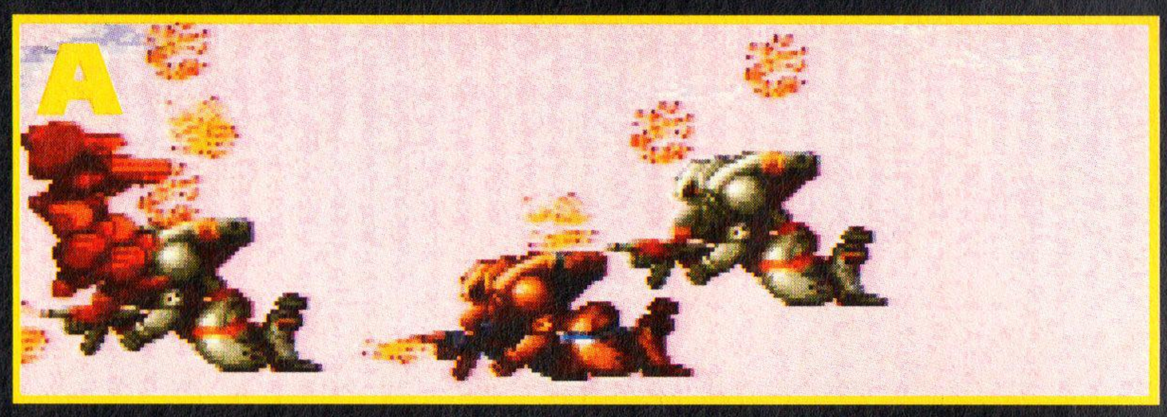
LEVEL 3

Take this level very slowly at first. Zig-zag around the ship, blowing everything up and grabbing all the weapon power-ups. The only things that may cause a problem on this section are the laser emplacement sthat pop up (A). To finish them off, put your shields up and wait for the tip of the laser beam to hit you. Straight away, drop your shields and blast it. To enter Arc Nova, blow away the door (B). The little humans with their rifles are very annoying. To get rid of them, hit shields and let them get really close – then smash their faces in with punch (C). The mines are likely to cause a few problems (D). The best way of dealing with them is to lock the gun horizontally, jump up so you're level with them and let loose with napalm. Don't let them get too close because they knock quite a bit of energy off you. After dropping down, try to stay in the top part of the hangar bay and make your way left to pick up a couple of power-ups. Drop down and continue heading left until you're in the middle of a mass evacuation from Arc Nova. The best route around this is, after you get the message to blow up the engines, instead of dropping down where you can see ships taking off, take the long circular route, dashing all the time and ignoring all the soldiers. This way you avoid having ships smashing into you and taking off huge amounts of energy. You'll eventually get to the hangar bay. Follow the robot out of the ship (E). Get up high and hit it with a volley of napalm. When it bites the dust, head up and left to blow up the main engines (F). You have to do this in about a minute and a half, so get a move on. Try to avoid letting Arc Nova enter the atmosphere. Although it makes quite an explosion, you can't actually complete the game properly if that happens.

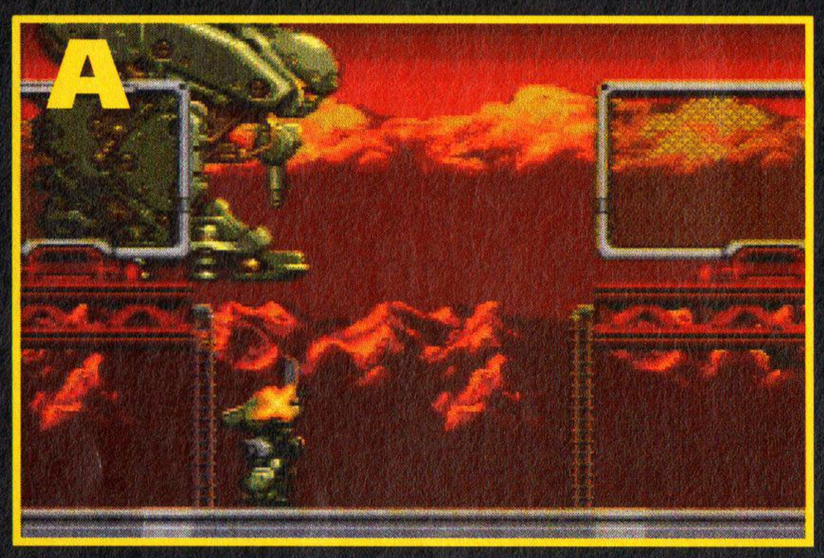
LEVEL 4

This level is unbelievably easy. All you have to do is lock the weapon to face right, stay on the far left of the screen and go up and down, blasting the grey assault suits. Don't bother with the leader. You'll get a power-up every time you destroy one of the assault suits. When the heat builds up, land on top of your spaceship or you'll burn up in the atmosphere.

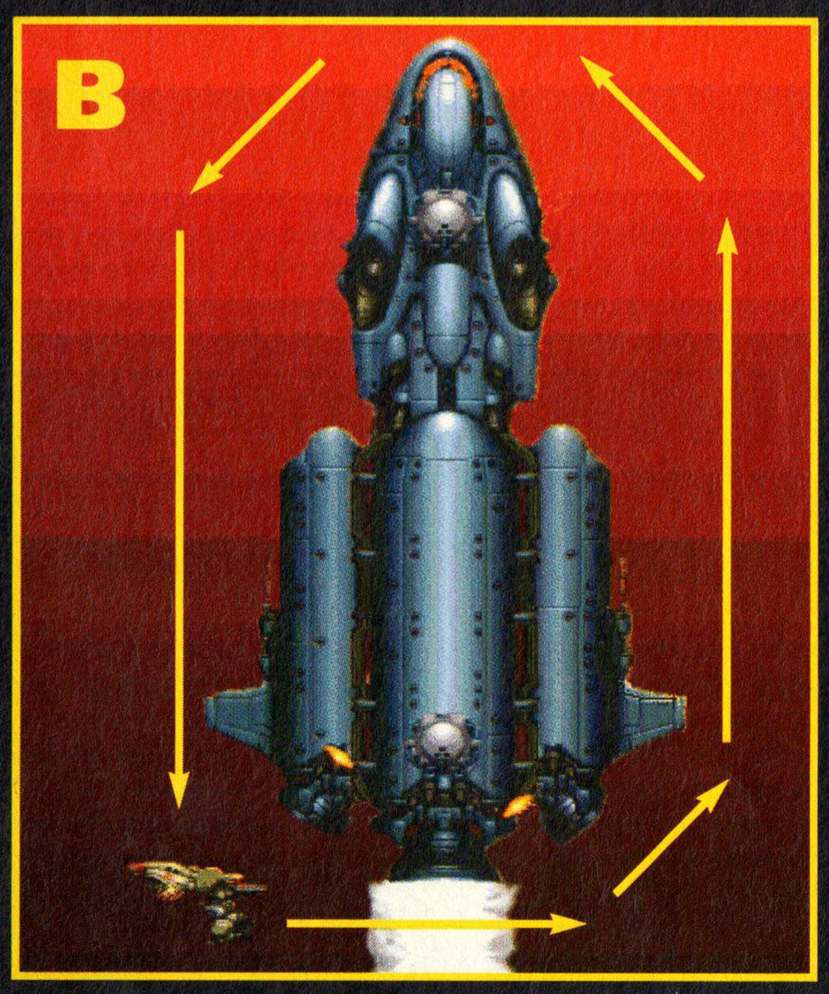




LEVEL 5



There's another scrolling section at the start of this level. Just blast away until you reach the far end. The rocket pack will eject. Make sure you're in the top right-hand corner, then use your jet boosters to avoid most of the action. When you hit the ground, lock the gun on right and dash through the level, blasting everything with your napalm gun. Eventually you'll get to the main part of the base. Ignore the lower areas and make your way to the top. Go right and drop down. You'll have to battle with a couple of assault suits before heading up a slope to fight a larger beast (A). To beat it, stay left, lock the gun straight up, and blast with napalm. Continue right to the launch area. You can't stop this ship from taking off (B). Instead, your task is to knock it out of the skies. To do this, lock your gun on left or right and follow a clockwise or anti-clockwise path around the ship, shooting with napalm or the laser if it's powered up enough. Concentrate on shooting the fuel tanks on the bottom left and right first of all. Next, work on the upper part of the ship. When it's really damaged, get to a position above it and fire down.



LEVEL 6





The start of this level is very nasty indeed. Four spaceships will attack you as you fly through a forest (A). The tactic for this is to stay on the far right of the screen and lock the gun to fire straight down. When they come low, jump over the top of them and fire down. At the end of this section, lock the gun right and run while firing. Once inside the mountain, continue right and when you see the waterfall in your searchlight (B), lock the gun on up and jump down underneath the waterfall. A caterpillar appears and you have to hit it in the head to destroy it. Get as many hits in as you can the first time, then lock the gun left and run right, if it's still alive. Once it's out of the way, continue right to get a power-up, then go back left and down a tunnel – which will explode, but don't worry about that. Stick to the lowest route you can find through the underground passages. When you get to the point shown (C), jump up and a massive drill will chase you down. Use the dash button to go right and jump up at the last possible moment to avoid being smashed. Jump up and left, and then up again onto the next platform. Go directly right and behind a kind of support (D). Continue and eventually you'll see some anti-aircraft guns outside (E). They can't actually harm you, so don't worry about them. When you see the orange spaceship, jump up and fire down on it with the napalm. Now waste the anti-aircraft guns.







LEVEL 7



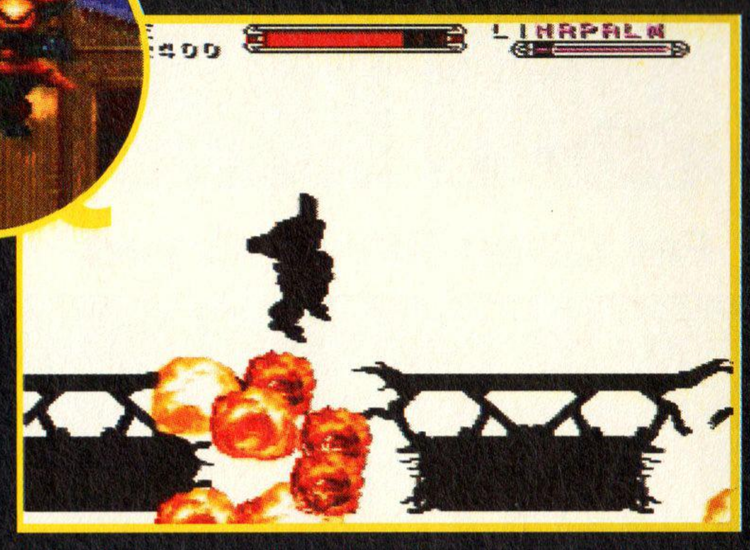
This is a very difficult level and you'll have to take it at a snail's pace. First, go left, because there are a couple of enemy assault suits behind you and unless you get rid of them they'll catch up on you from behind. While going right, use the laser (which should be powered up to about level 6 or full power), lock it right and blast away. This should take out everything, but if a few soldiers slip through, use shields and punch. Once inside the assembly hall, Nemesis turns up again with flying drones. This stage is very tough; the only way to beat it is to immediately jump back into the hangar door with your gun locked right. Stay here and spray the drones with napalm. Switch constantly between the shield and weapons.







Concentrate on the drones first because they drop power-ups which will keep you alive longer. With luck, you'll come out of this alive. You'll now fly down a tunnel at high speed. Lock the gun on up to blast the men on the hover bikes. At one point you'll come out of the tunnel into a large opening with loads of men on space bikes in it. Ignore them because the bridge that you're skimming along blows up. As soon as it blows up, press the jump button and hold it. You should clear the bridge. After this section, you'll re-enter the tunnels and another flying robot will attack you. Lock your gun to face diagonally up and stay in close to avoid the robot's electricity attack. Once it's destroyed, stay on the far left to pick up the two power-ups. You now have to face one final battle with Beldark, who's in an absolutely massive spacesuit. Firstly, you'll need to go down to the lower area and blow away the shields around his engines. Then move up a little bit further and blow away the single gun. It fires four bullets which bounce off the wall if they miss you. The best thing to do is stay directly



left of the gun, shoot it and wait until it fires, then move straight down, right, and up in an anti-clockwise manner. Now go back to your original position and you'll easily destroy it. It's not over yet, though. There's also a triple missile-launcher with a green light that shows when it's powered up, and a machine gun. There's nothing you can do to avoid the machine gun, so when it fires, just try to avoid being in its way. As for the missile-launcher, when you see it power up and flash green, move from the position you were in. Once it's fired, open up on it again. The final attack you'll have to make is on the brain of this monster. You'll see it raises its head to launch a laser attack on you. When it does this, you've got a few seconds when you can whack it with the napalm. You should be able to beat it in one attack, but if you don't manage it, wait for a while cos it does a quick laser blast. Now get in there again and waste it. Once you've destroyed the head, the whole suit explodes. The final part of the game is up to you, but don't worry, it's all straightforward blasting and you shouldn't have too many problems.



TIP

Use control type C because it makes the shield button much more accessible. Don't underestimate the usefulness of the Shield. You won't take any damage when you're using it, even if you're shot directly from behind.

And if you can't finish the game now, after all that help, there's absolutely no hope for you. Once again, our humblest thanks go to Welsh wizard Paul Weaver, without whose god-like gameplaying skills this guide would not have been possible.

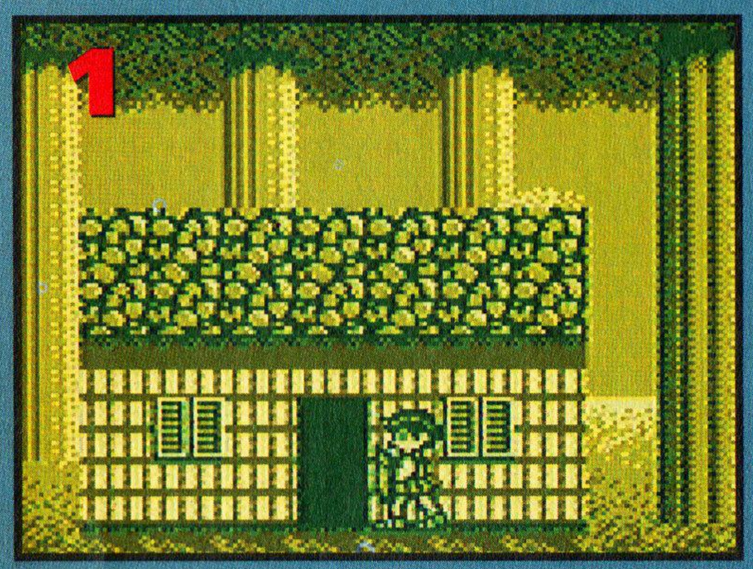
T!

BATTLE OF OLYMPUS

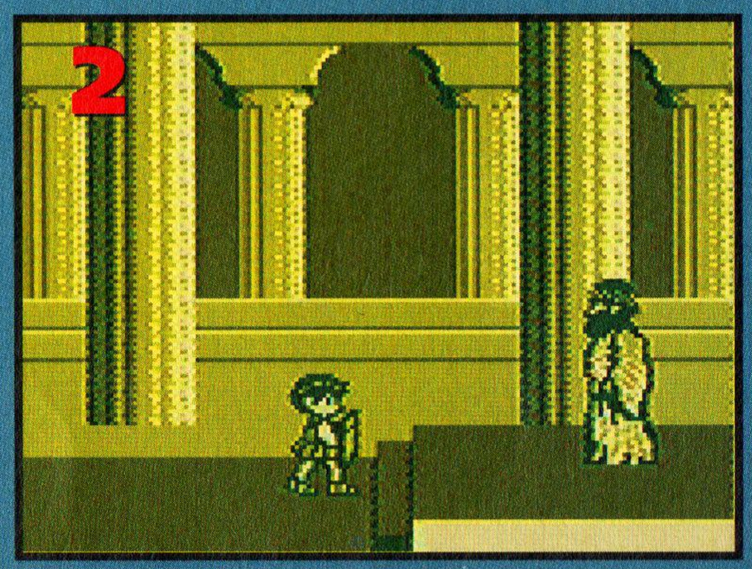
For Game Boy (1 player) **From Imagineer** **Price £25**

GB TACTIX **Paul Weaver works his magic again, this time on Battle Of Olympus.**

Final score 90%



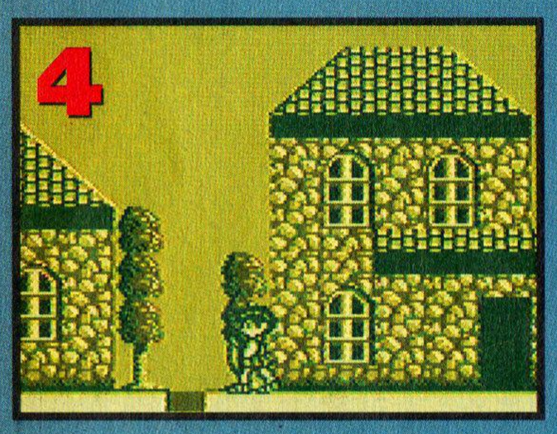
You start off in Arcadia. Go into this house, close to the end of the level. Go through it to the other side and defeat the bull. Then go left to Zeus's palace.



Zeus will give you a quest. Leave the palace, go right, and defeat the bull again. Go back out through the house and go left.



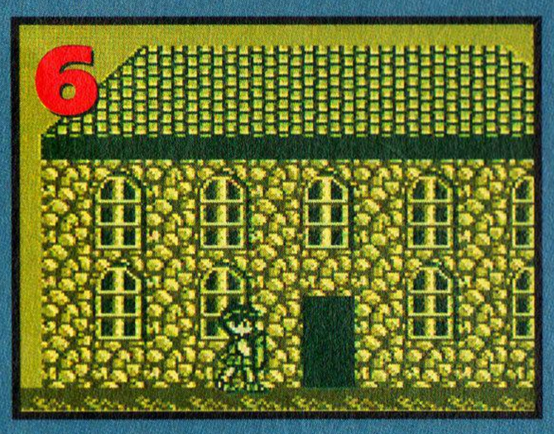
Enter this house through the bottom door and you'll go to the kingdom of Attica. Once you've arrived in Attica, go right.



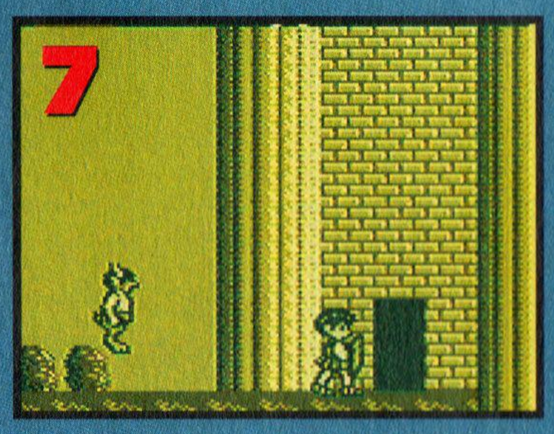
Keep on heading right until you reach this point. Go down the steps and all the way right, past the hills, until you reach a cave.



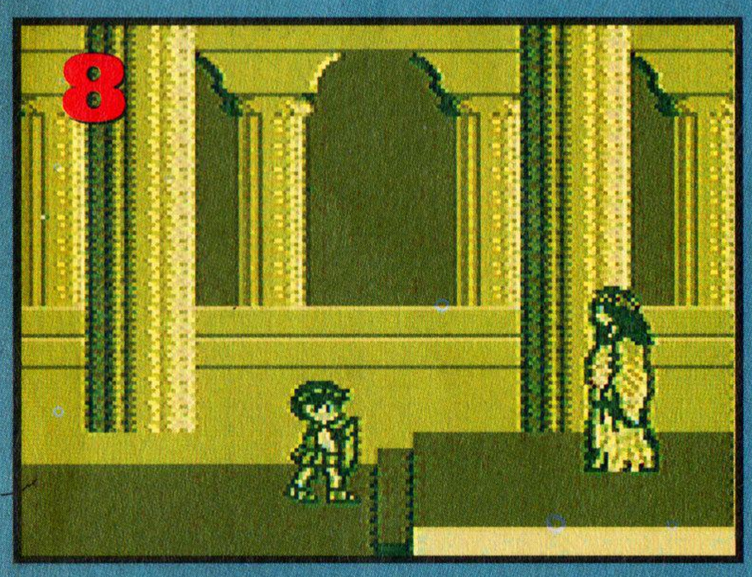
Go in through the cave door and go to the right. Keep going till you get to a big house.



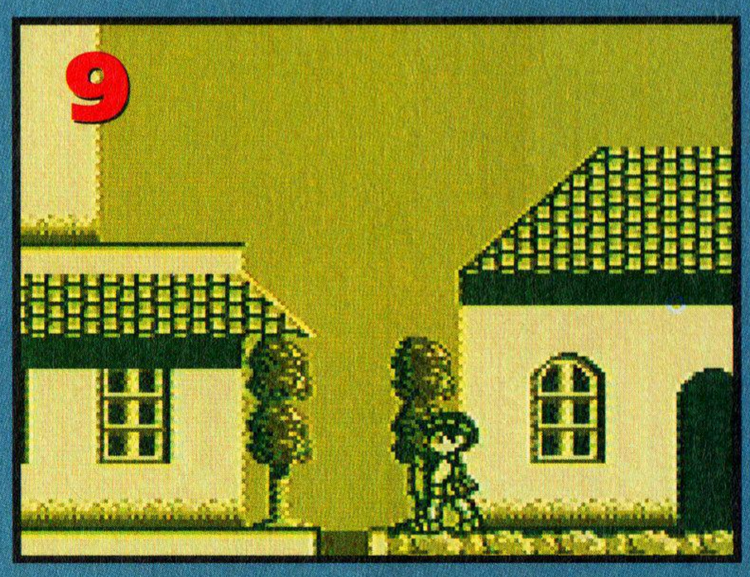
Go in this house and speak to Keleos. Leave and go right to a fountain. Kneel down next to it to restore your energy.



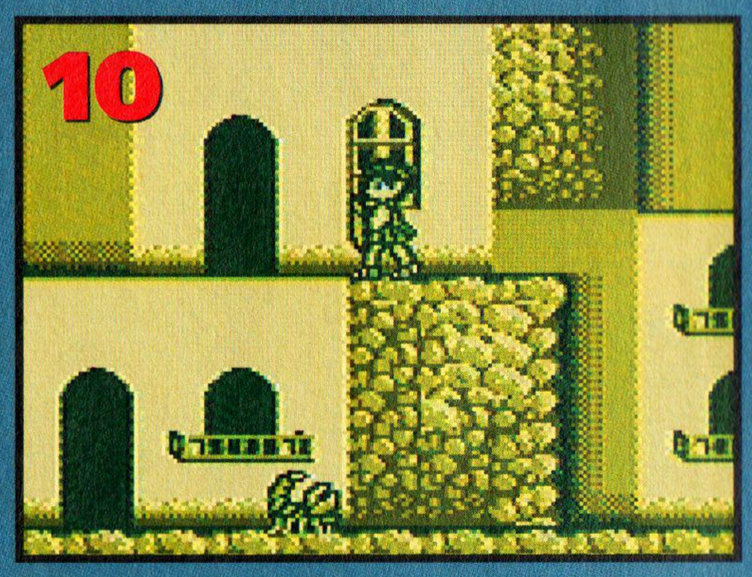
Go into the temple door on the right of the fountain and head right to the goddess Athena.



Talk nicely to Athena and she'll give a shield. Go out of the temple and go all the left and back out of the cave (5) again.



After leaving the cave, go left and down the first steps you come to.



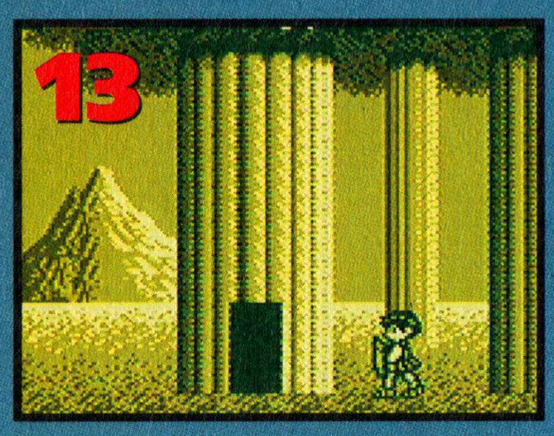
At the bottom, enter this house and you'll be given a quest (to get the staff). Now jump down and head left.



Jump the gap. Wait for the Larmia to fire an arrow – it'll probably bounce off your shield. – then move in, kneel down and hit her lower body. Keep doing this.



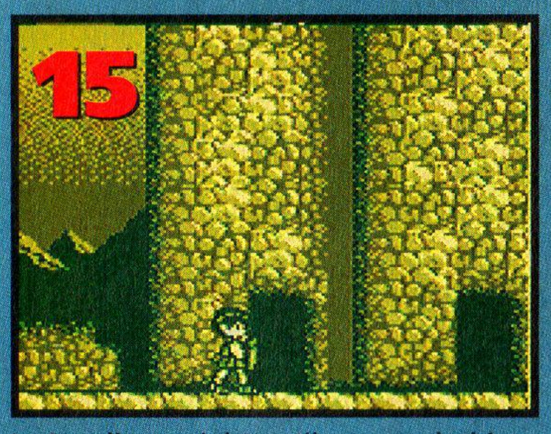
Once the Larmia is dead a cave door will open. Go in, get the small boy and take him back to his mum (10). She'll give you the staff.



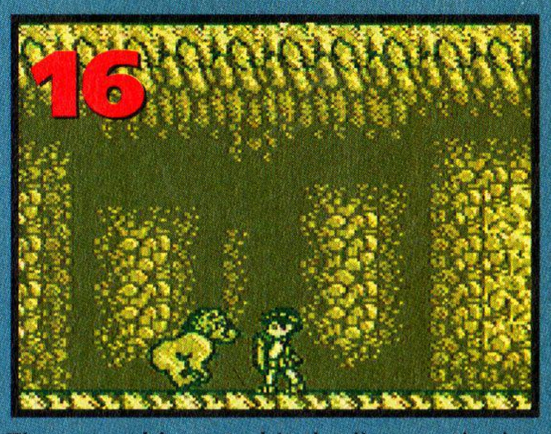
Return to Arcadia (the land you started the game in) and head left. Go into the third tree house you pass.



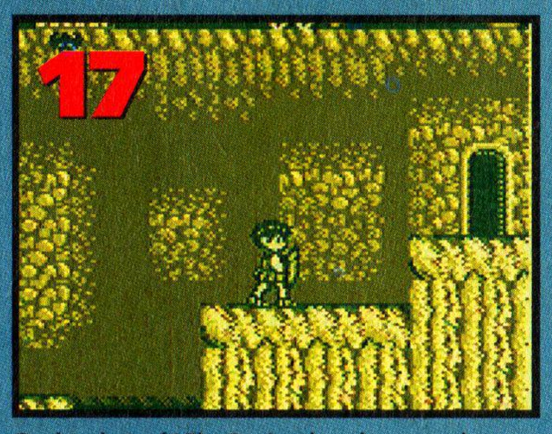
Go through the tree house, out the other side and then left. Keep going till you get to this little house. Go in and you'll reach the land of Argolis.



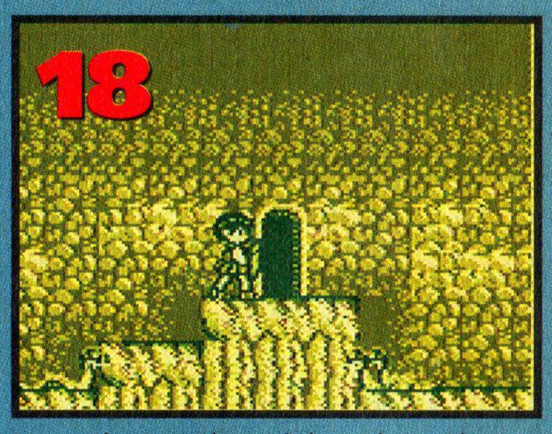
In Argolis, go right until you reach this point. Go in the first door and go right, over the gaps, until you get to the Nemian Lion.



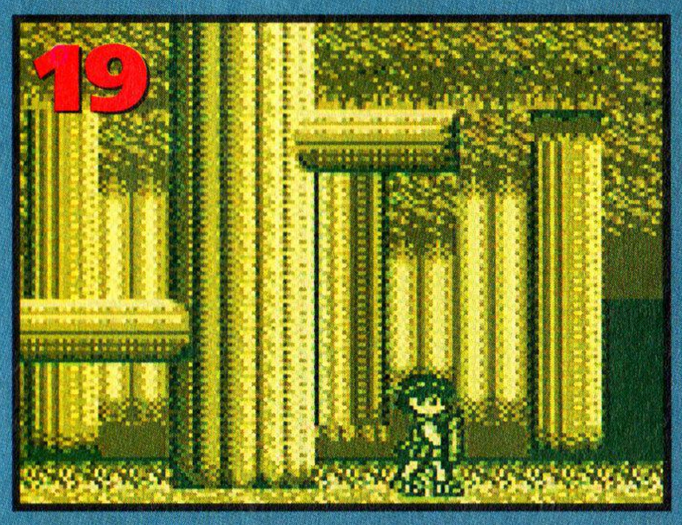
Time your blows to hit the lion on the head as it leaps towards you. Go through the door that appears once you've beaten him to Prometheus, who'll show you how to use your magic staff.



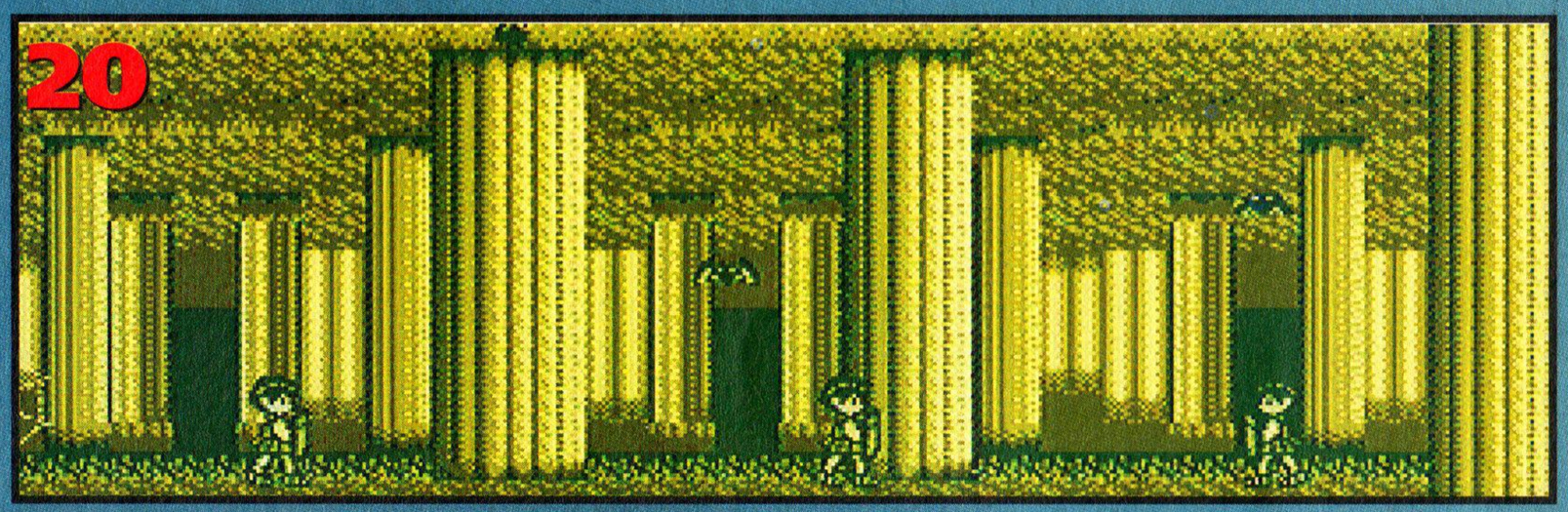
Go back to (15). Go in the door and to the right, then all the way right. Go in the door to the temple of Hermes and a little guy will tell you that Hermes is in Arcadia with Zeus.



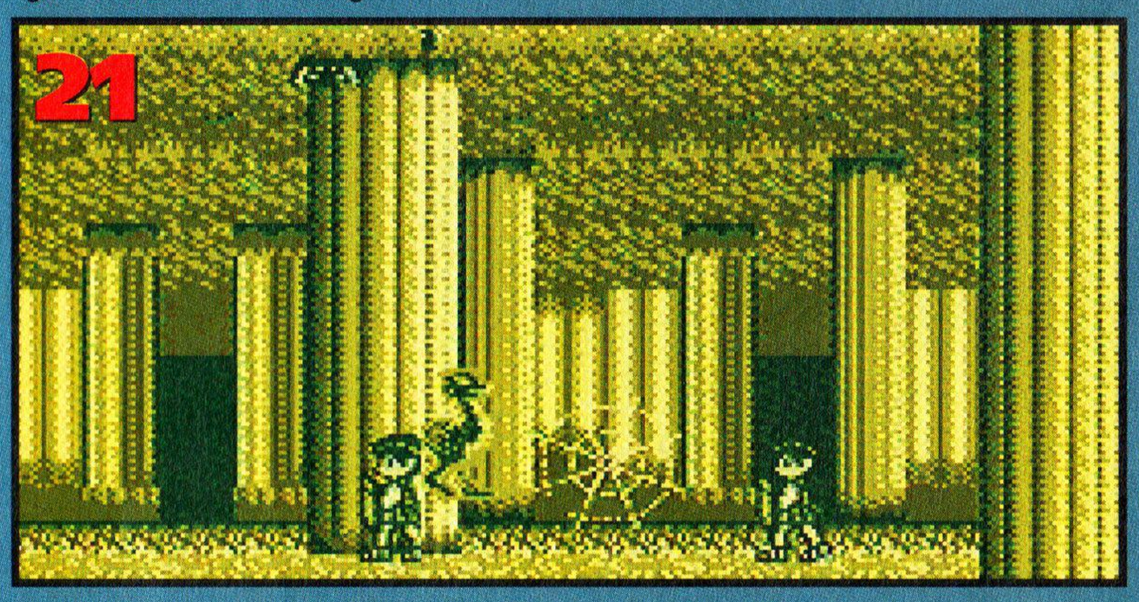
Leave the temple and drop down the first hole on the left. Go in this door and buy an energy power-up for 15 olives. Leave and go to Zeus's temple in Arcadia to get the sandals from Hermes.



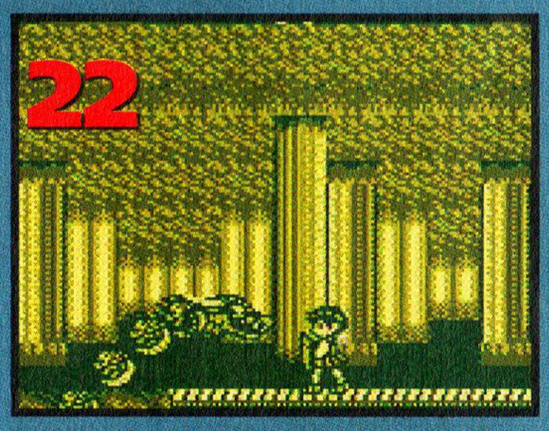
From Zeus's temple head right and go through the next door to get to the land of Peleponnes. Go right to the end and through this door.



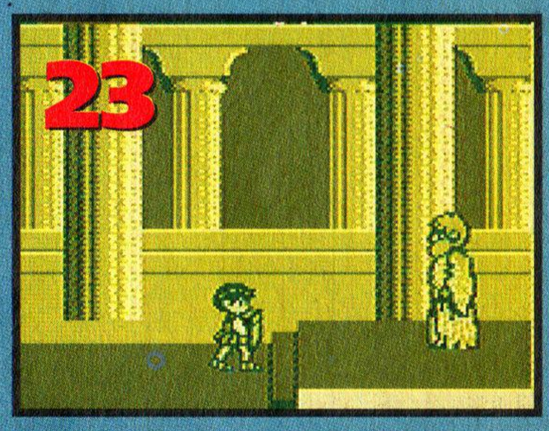
You'll come out by the door next to the spider's web. As shown here, go all the way to the right and through the door at the end.



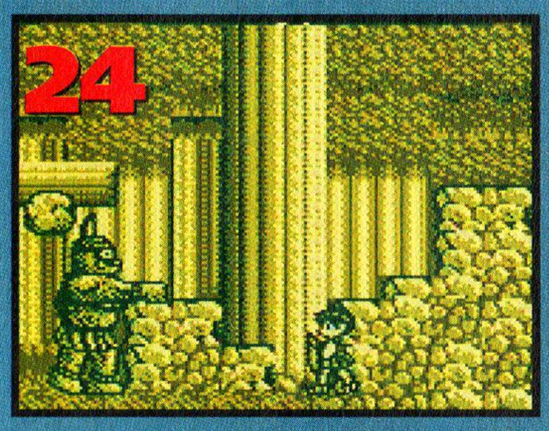
From here, go over the web and through the door on the left. Then go left, past all the bridges, to the Hydra.



To beat the Hydra, stand here and watch its jump. If it looks like it will land in front of you, hit it on the head. If it doesn't, jump right, out of its way. Stick to these tactics to beat it. Go left through the door that appears and get the sword. Go back to (20).



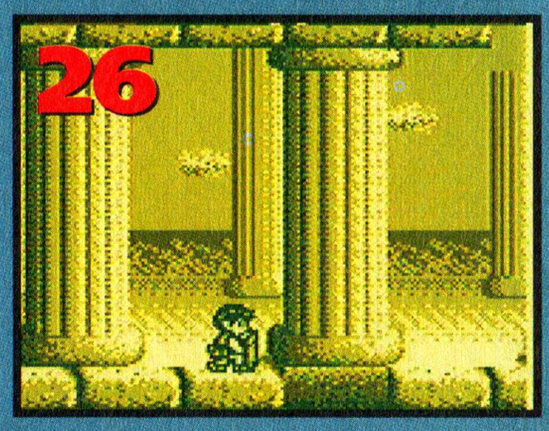
Go through the other door (in the middle) and go left. Go in the second door on the left to reach Apollo's temple. Get the harp, leave the temple and go right, into the first door you get to. Go left.



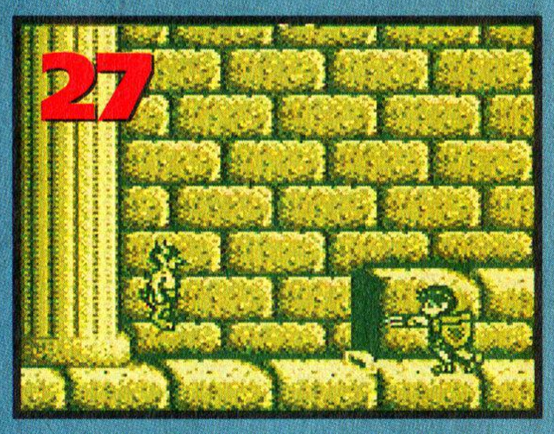
Go through the second door on the left and left to the Cyclops. To beat it, stand on the ledge and wait for it to throw a rock. Then...



... Jump forward and slide over the small rock platform. Hit the Cyclops and jump back onto the ledge. Keep doing this and you'll beat it. Go in the door to Laconia.



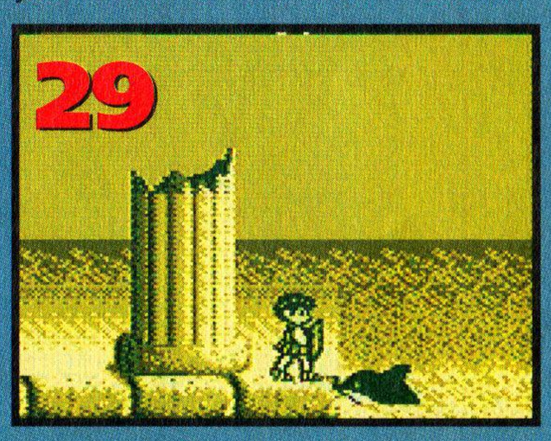
In Laconia, go past the second monkey, kneel here and hit this pillar for a secret route to Poseidon's temple. Go there and he'll offer you the Ocarina for 25 olives.



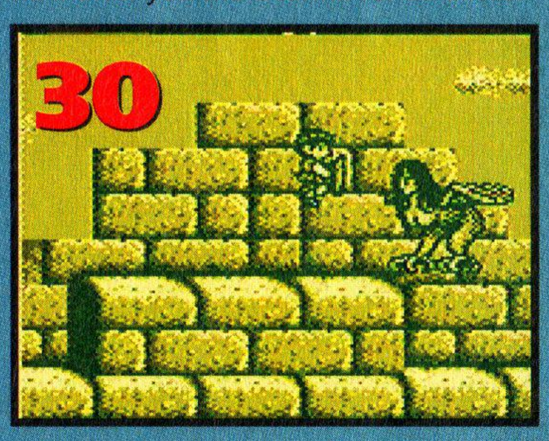
To get the 25 olives easily, stand here and hammer satyrs with your sword. You'll soon have enough dosh to get the Ocarina.



Go right from where you hit the satyrs and through the last door. Jump the gaps and fight the Cyclops. Beat him and you'll get some extra energy.



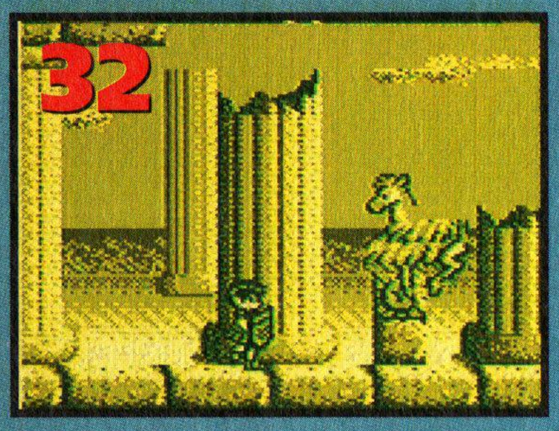
Go and buy the Ocarina from Poseidon. Go here and use it to summon a dolphin. Jump on it and ride it right, to an island.



Fight the Harpy. Stand still until she swoops on screen. Make sure you have the harp and tap SELECT. She'll freeze and you can jump up and hit her in the head.



Go through the door that appears and go right. To beat the witches, stand here and tap your sword button. If jolted by a spell, move back to this point and keep stabbing at the witches. Take the crystal ball.



Enter this door to reach Laconia. Use the harp to summon Pegasus and he'll take you to Arcadia. From there, make your way to Argolis.



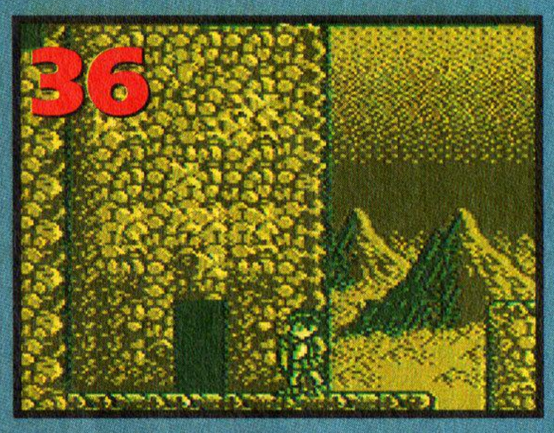
Go to (15) and through the first door on the right. Use the crystal ball here and go through the door that appears. Go left and through the top door for the first heart. Go back to the stone pillar near (15), call Pegasus and fly to Attica. Go to Keleos (6) and he'll give you a key.



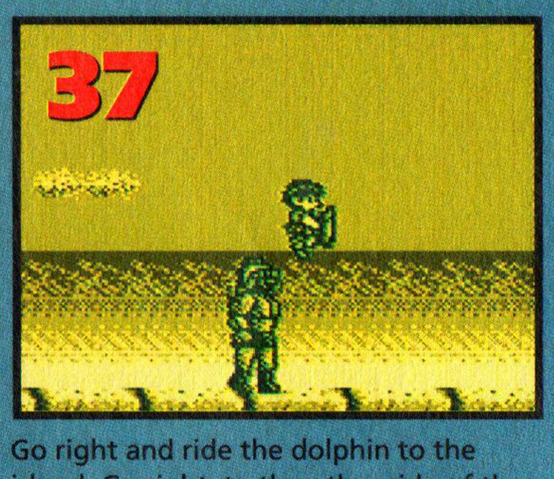
Go back to (5) and go right. Use the Ocarina to wake Gaia. Kill him by aiming just below his neck. Go through the door that appears to get to Phythia. Go left and down the steps. Keep on going left.



Enter this door to get an energy refill. Go out, up both sets of steps. then right. Jump over the gaps to get to the little door and go in to increase your energy. Go back left.



Go left and in this door to the temple of Hephaestus. Buy the sword for 35 olives. Head back right, past the point where you entered the level, and use Pegasus to fly to Laconia.



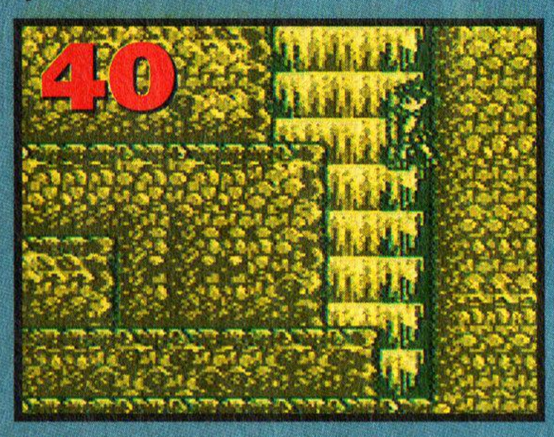
Go right and ride the dolphin to the island. Go right, to the other side of the island, and ride the dolphin to Crete. Go right. When Telos comes at you, jump over him and continue right.



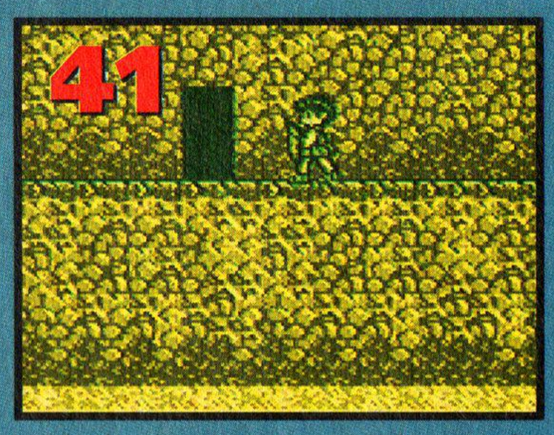
Go in the door and through the passage to the maze. Go right, in the first door, right and through the first door on the right. Keep going right, then go through the first door you reach Ares' Temple, where you can buy the bracelet for 50 olives.



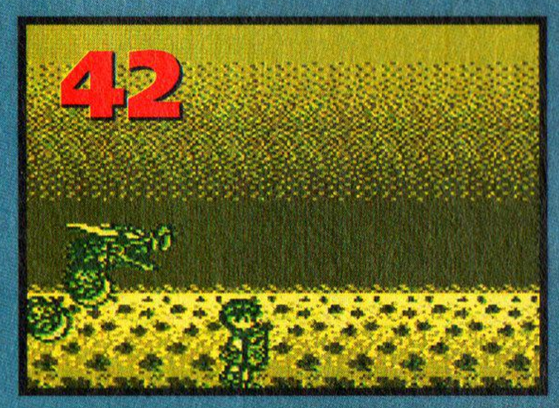
Go back out the same way and go to Phythia. In Phythia, go right to here. Go up both sets of steps and jump right over the waterfall.



Kill the centaur with your lightning sword and then head right and up to this point. Press up to go through a secret door.



Inside the secret passage use the crystal ball to reveal this door. Go through it to find the second heart.



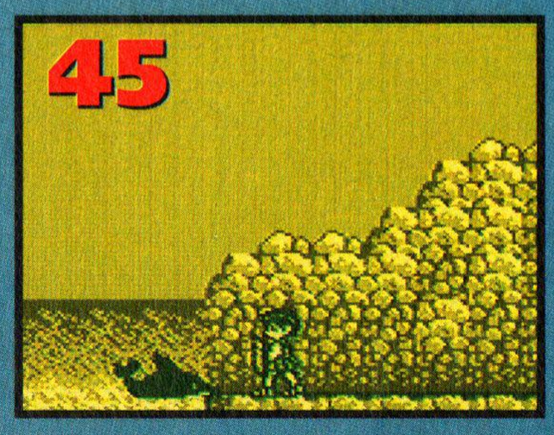
Keep going right, into the garden. Shoot the flowers before they shoot you. To beat the dragon, walk slowly so it follows you, then turn and hit it in the head. Beat it and you can get the golden apple.



Return to Crete and go right from the passage and through the first door. Go right, in the second door and then left. Go in the first door you pass then left again and in the second door you pass. You'll find a fountain that replenishes your energy.



Leave the fountain, go right and in the first door to the minotaur's lair. Stand here and turn your back to it. It will then close in. Walk towards it till your sword almost touches it, then jump up. As you fall down you'll hit it in the back of the neck. It's tough, but you'll then get the final heart.



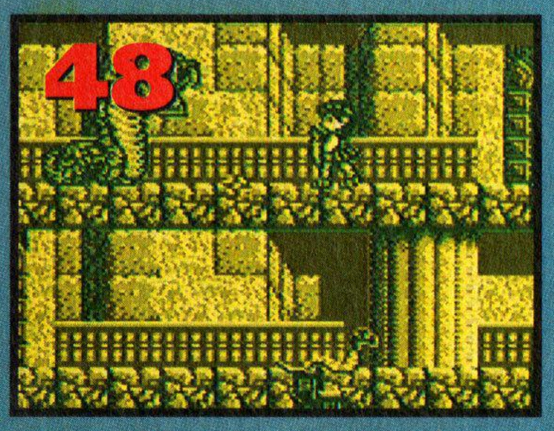
Leave Crete and fly to Arcadia on Pegasus. Go from Arcadia to Attica and go to this point. Get the dolphin and ride it to Phrygia. Go past the black Pegasus and go in the door.



Go through the passage and right, through the second door. Go right and kill the huge snake using the lightning from your sword. Go up the steps and in the door at the top.



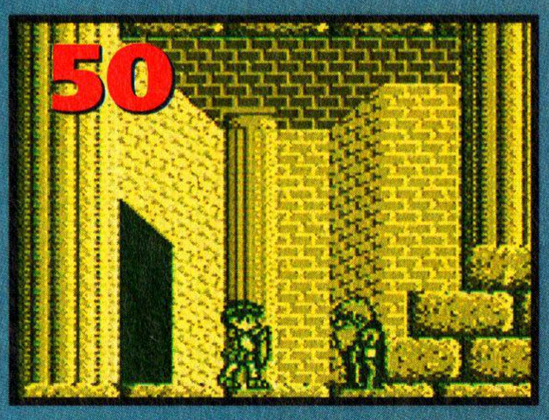
Go up the next set of steps and kill the three demons. The next jump is real tricky. Don't jump onto the small ledge but walk past it and jump at the last second to clear the gap. Go up the three flights of stairs and through the door at the top.



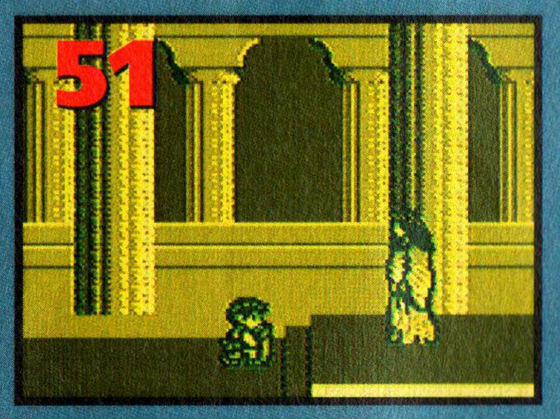
Jump and fire to beat the big snake and go left, down the steps and right. Go down the next set of steps, jump the gap on the left and go through the door.



Go left and up the steps. Go up the next set of steps and head right, jumping over these big gaps and avoiding the nasty flying demons.



Go down two sets of steps, in the door, right and up two sets of steps to this man. He gives you energy. Go back down, kill the snake, go down the second set of steps and left. Jump the gaps. Go in the last door.



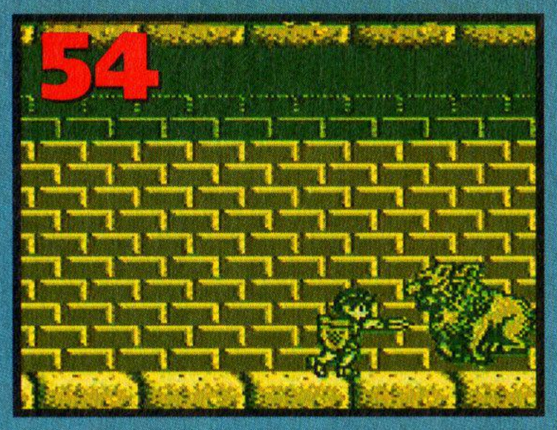
Fight off the demons and go all the way up to the top of the tower to get the Moon Crystal from Artemis.



Go back to Crete. From the entrance passage go right and through the first door. Then go right, through the second door, right, through the first door and right again. Go in the first door and then left and through the first door.



Go left, jump over Telos and keep running left. Call the dolphin with the Ocarina and ride it left to the island entrance to Tartarus.



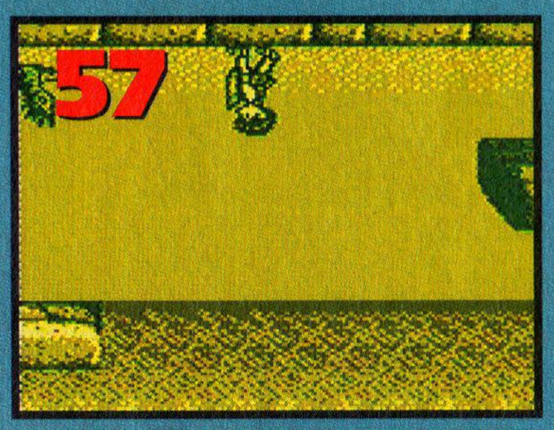
Go in the left door, then take a left door, a right door and a left door. You'll drop down to face Cerberus. Use your lightning sword to beat him and go through the door that appears.



Go right till you get to this point. Enter the door on the right first then come out and go back in the left one. Now head right.



Pop in this door to get a final restart point, then head right, through the next door into the temple of Hades.



Go right. To get across this huge gap, turn upside-down and walk on the ceiling. Carry on right, over more gaps.



Jump the huge gap, kill the snake and go right. Jump two more gaps and go right to these two doors. Enter the top one.



Go left over the rope bridge and in the door into the caves. Stay on the top level of platforms and go right, into this door.



Run left past the Amazons and go in the door on the far left. Go right and jump across two gaps. Kill the Larmia and continue right. Kill the blue demon and go up the steps. Keep going left across the gaps till you reach these steps. Go up.



Go right from this screen and up the first set of steps. Jump left and go up to the top level. Go right, along the upper level, and jump across the two gaps.



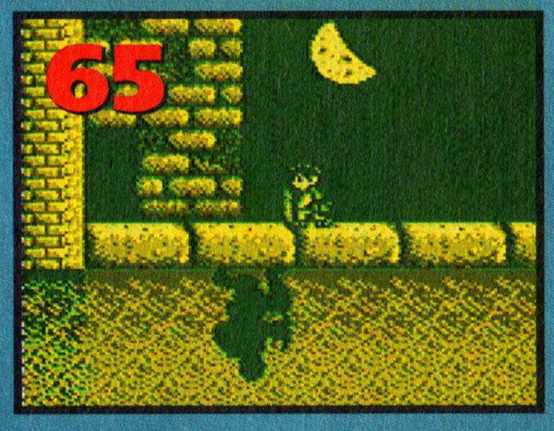
Kill the flying blue demons and keep going right until you reach a set of steps. Go up them.



Go up the next set of steps and then left. Jump up and then go right.



Go over the platforms above the big pillar and down the steps. Go right and through the door, where you'll see the love of your life set in stone. Select the Moon Crystal before going in the door on the right.



Go through the door and use the Moon Crystal. Attack Hades' shadow with your shadow. Jump up quickly and jab him with your sword. He'll become visible. Stick to the same method and you'll beat him.



And that's yer lot. Hades has shuffled off his immortal coil, and you can go back to your one-down, no-up Grecian des res. Ah, the joys of civilisation.

BATTLE OF OLYMPUS

There you go: one complete Battle Of Olympus solution, thanks to the Weaver wunderkind (it's all Greek to us, ho-ho). Okay, Paul, you can take the embroidered skirt and curly shoes off now. (Strange lad. He's from Wales, you know.)

MEGA MAN 3

For NES (1 player) **From Capcom** **Price £30**

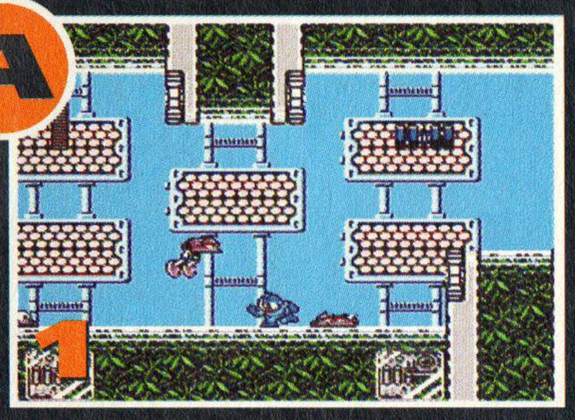
NES TACTIX

Mega Man 3 is as tough as old boots. Follow our four-page player's guide to have a chance of finishing it.

Final score 87%

TOP MAN

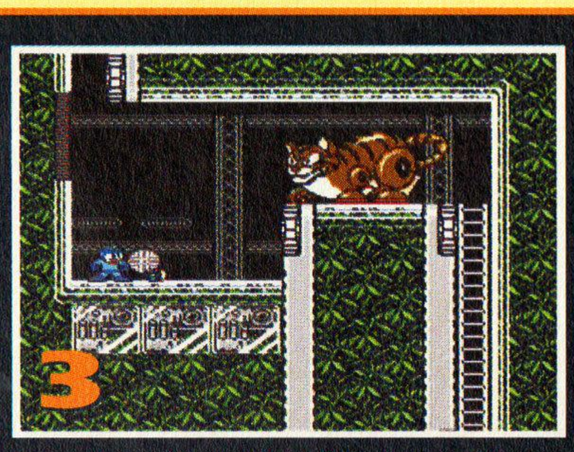
A



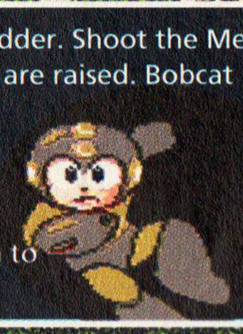
Top Man is the first guy to tackle. Nuts and bolts can only be destroyed when they come together. Hit the frogs when they jump, but be quick because they multiply. Climb down the first ladder carefully and shoot Spinning Top while still hanging on.



Use Rush to get the energy pellets, then slide for the weapons capsule. Drop down the ladder and wait for the nut and bolt. Shoot it and continue. Blast the Pickle Bulldozers in the head. When you see the first one, leap back onto the first ledge and shoot it. Use Rush to get onto the top ledge for a power-up and a 1-up.

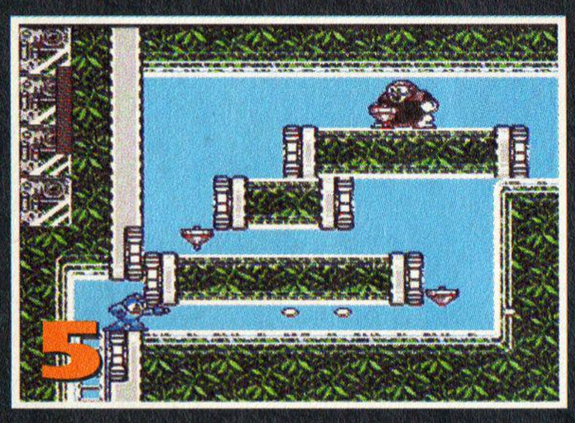


Drop down the ladder. Shoot the Mets as soon as their hats are raised. Bobcat throws fleas and balls of yarn at you. Jump up and shoot him as quickly as you can to beat him.

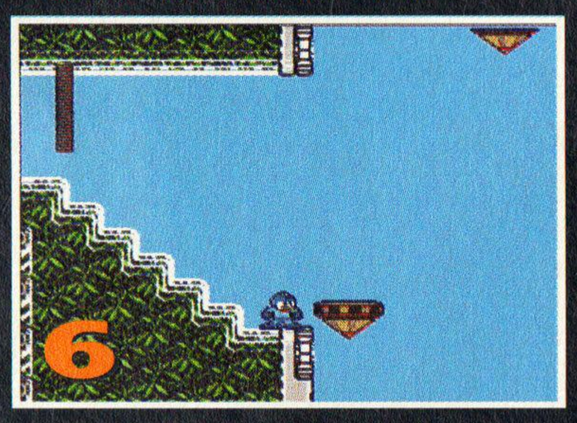




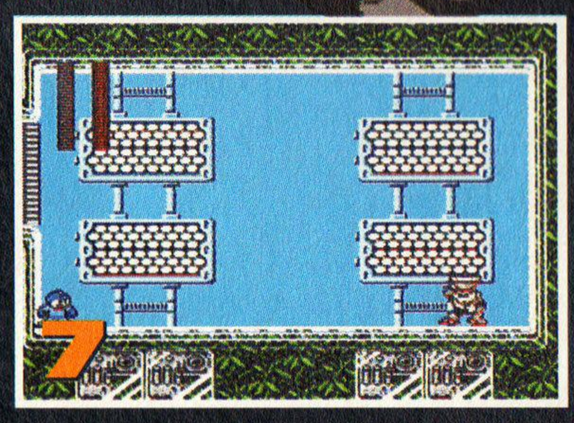
This is a great place to power up. Stand here and shoot the tops. Collect as many power-ups as you need then blast Spinning Top. Dispose of Bobcat as before and head up the ladder. Shoot Met as soon as he drops down, pick up the power-up, then bounce across and up the ladder. Don't fall on the spikes!



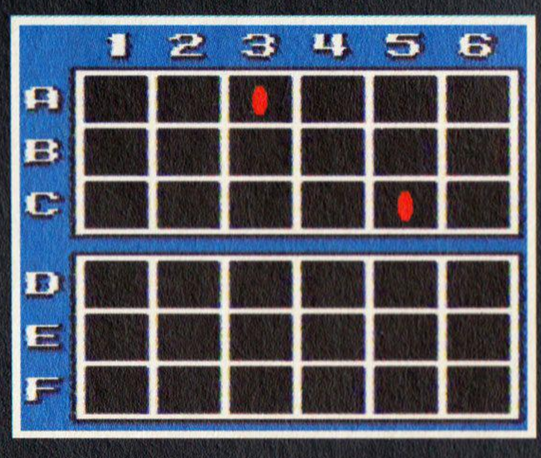
You won't get through this section without taking a few hits, so shoot the tops until a decent power-up appears, then dash through.



These rotating platforms will shuffle you off, so be careful. Use them to make your way right. Don't let them carry you off screen or you'll die.



Meet Top Man. You'll take more damage if he hits you, so try to ignore the tops he throws at you and concentrate on jumping him and shooting.



Top Man weapon

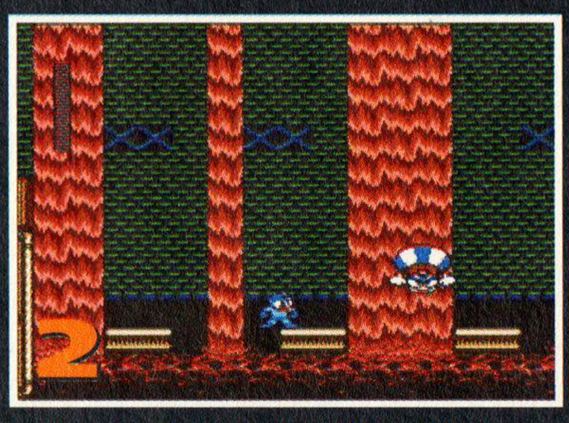
To use this Spinning Top weapon, press A to jump, then use B to make him spin like a top.

SHADOW MAN

B



Walk off the first platform and pull back to the middle. You'll fall straight past the New Shot Man without getting hurt. Drop down again. Watch out for the two frogs. Blast Pickle Bulldozer as before. Defate Break Man by shooting him from behind.



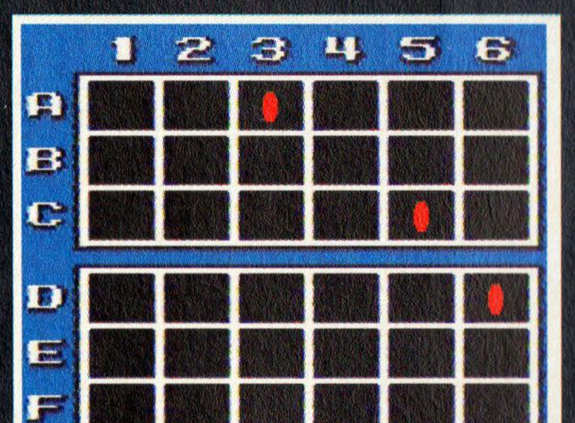
Rest at the waterfall if you're short of energy and blast everything. Shoot time bombs from a distance. When the screen goes dark, move the piece of machinery off screen to get the lights on. Watch for these paratroopers, as they try to knock you into the lava. (Stand on the right of the platforms to avoid being knocked off.)



Kill Dragon Fly when it comes in from the left. Now go through to meet Shadow Man. Use Top Spin to eliminate him.

Shadow Man weapon

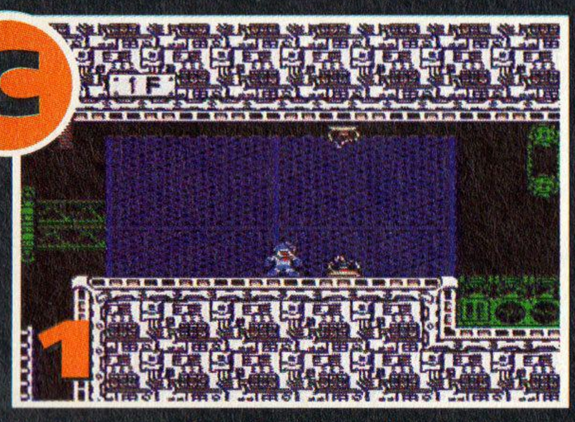
You now have Shadow Blades and the Rush Submarine – very handy.



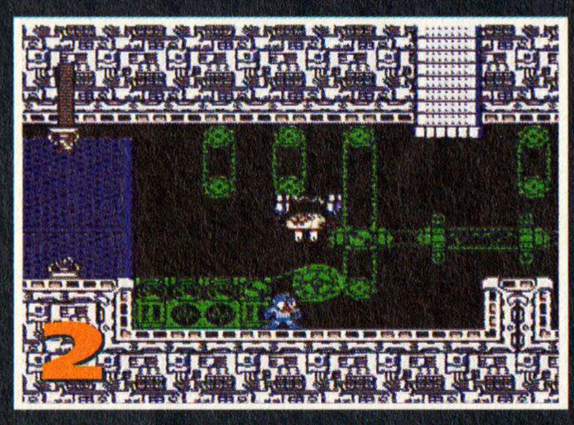


SPARK MAN

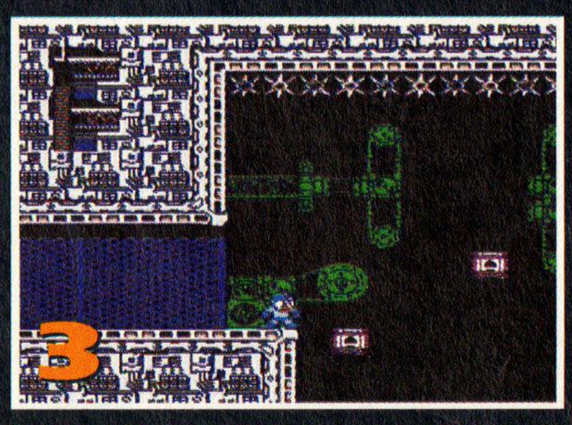
C



Blast the Petaky, carry on and go up the ladders. The Electric Thumbtacks can't be hurt by your weapons, so jump through when there's a break in the beam.



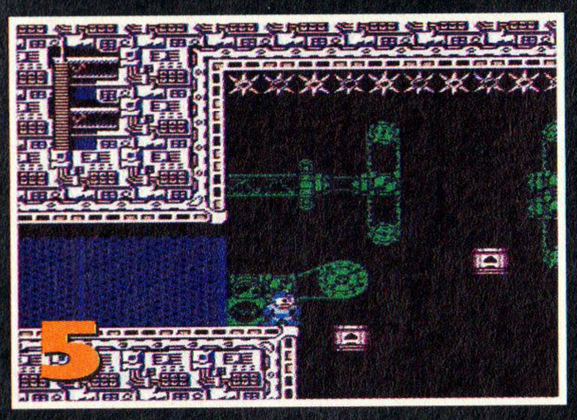
The Electric Kins fire in eight directions. Knock out the first two by leaping and firing. Take out the rest with the Shadow Blades. Defeat Hammer Joe by firing at him just before he throws his hammer.



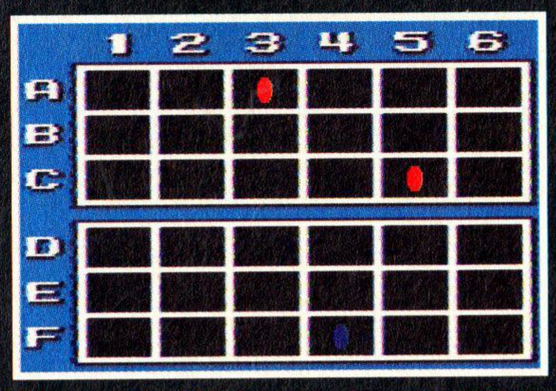
These platforms shoot up very quickly. Jump off when the platform you're on is level with the next. Continue and go up the ladder. Wait until the Pickle Bulldozer turns his back, blast him and grab the power-ups.



At these platforms, use the directional Shadow Blades to blast the nuts and bolts, then head right slowly, doing the same.



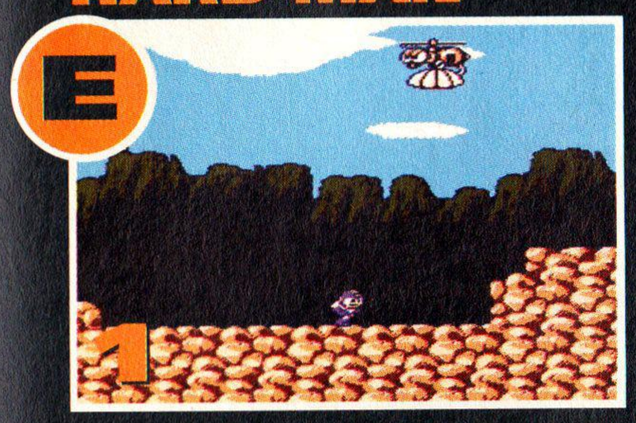
Use the Shadow Blades on Spark Man to finish him off.



Spark Man weapon

Spark Shock can be used to freeze some smaller enemies.

HARD MAN



Use the Shadow Blades to shoot the Big Bees before they drop their hives or you'll be chased by smaller bees. Slide past the groups of three Wanans – it's quicker than running past them.



Use the Rush Coil to get up to Hammer Joe and knock him off quickly. Kill the first Monkey King by standing on the ledge to the left, then use a diagonal Shadow Blade to kill the second. Unless you desperately need the energy, it's safer to climb straight past the Hammer Joe.

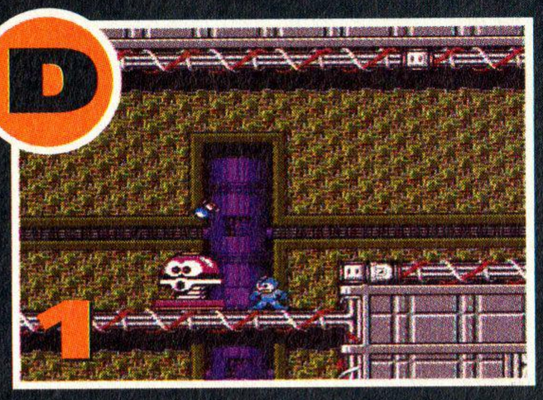


Wait a few seconds when you come to the first Pickle Bulldozer and attack him from behind. Waste the second one. A bit further on, the path splits. The top path leads to an Energy Tank and the lower to three Energy Pellets.



You may need to power up using the Energy Tank before tackling Break Man. Carry on to meet Hard Man. Dodge his weapons and use the Magnet Missiles to make short work of him.

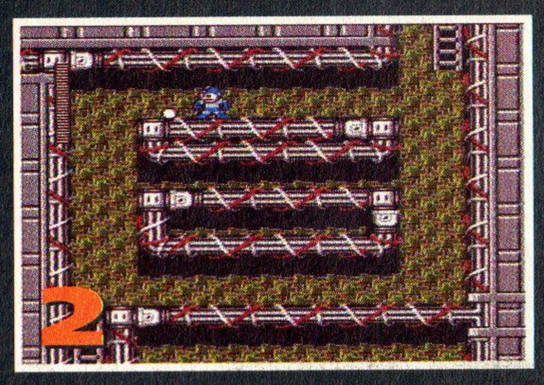
MAGNET MAN



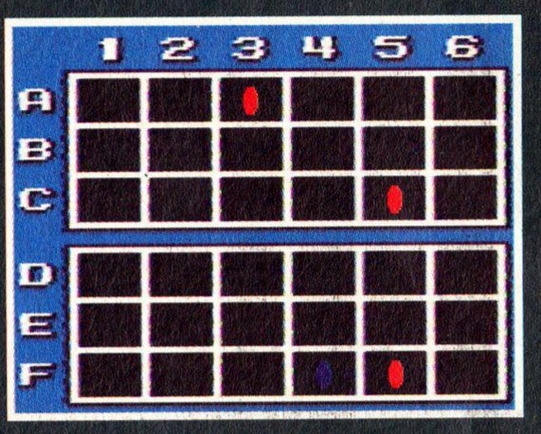
Don't worry too much about the Magnetic Flies. Shoot them if possible, but watch out because they drag you. Blast Break Man as before. At Giant Spring, shoot him quickly, then turn to shoot the guided missile.



Bump off Shot Man using a diagonal toss from your Shadow Blades. Go down on the left for power-ups. When you get to Magnet Man, use Spark Man's power to finish him off.

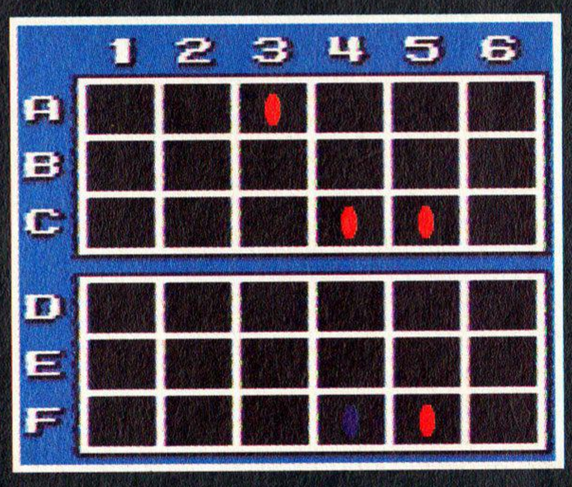


Hang off the bottom of the ladder and let the Petakys fall into the rut. Now drop and avoid them. Drop to the left of the next ladder and hold left to get the power-ups. Use the diagrams to get across the next three stages.

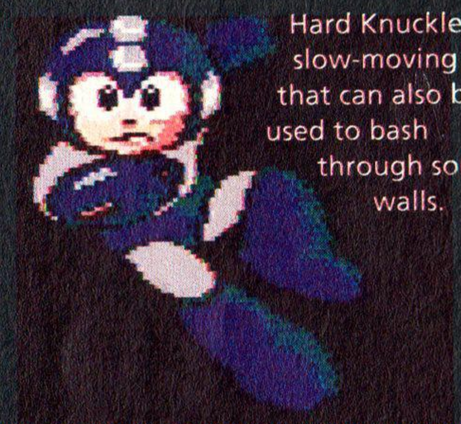


Magnet Man weapon

You're now armed with Magnet Missiles which attach themselves to your enemies and destroy them.

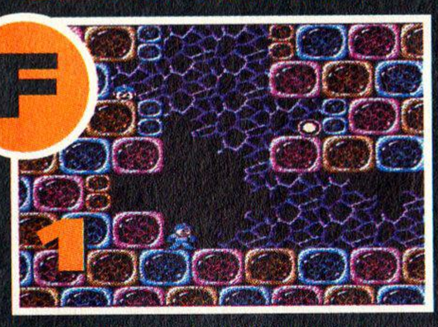


Hard Man weapon

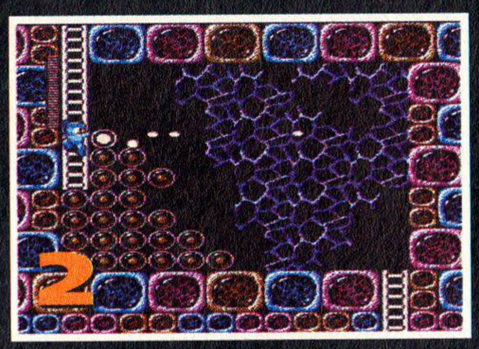


Hard Knuckle is a slow-moving fist that can also be used to bash through some walls.

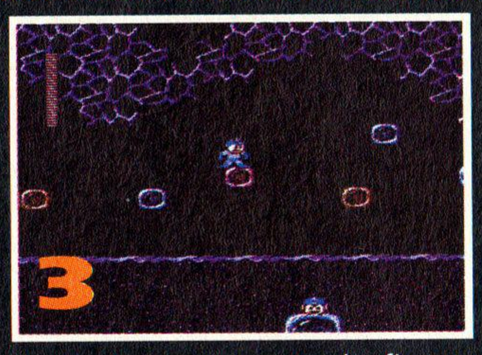
GEM MAN



Run right. Try to blast the flame-dropping Nitrons before, or as, they start to swoop. When you drop down the hole at the end of the horizontal section, hold left or you'll miss this 1-up.



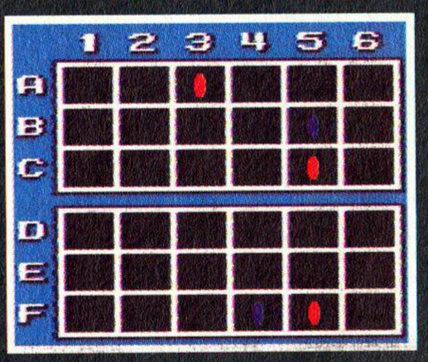
This is an excellent way to power up your weapons. Wait for the Dragon Flies to zoom up behind you before attacking them. The Penguin Maker has a soft spot on the top of his head, so blast him at that point.



Use Rush to get up onto the first set of blocks and bounce along until you get to the Energy Tank. Drop down and use the Rush Submarine to go through the water. You can still fire and jump. Grab the weapon power-ups or you'll sink.



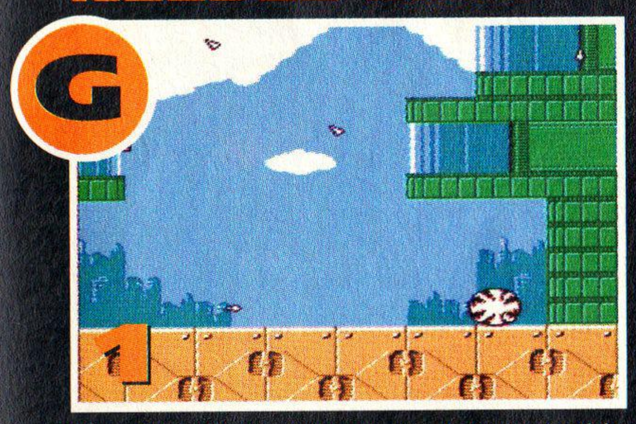
Before you meet Gemini Man, you'll have to beat Biggy, which you can only do when his eyes are open. Gemini Man has a split personality – both of which you have to kill. You'll find they mimic you. When you fire, they fire, etc. Use an Energy Tank if you get low.



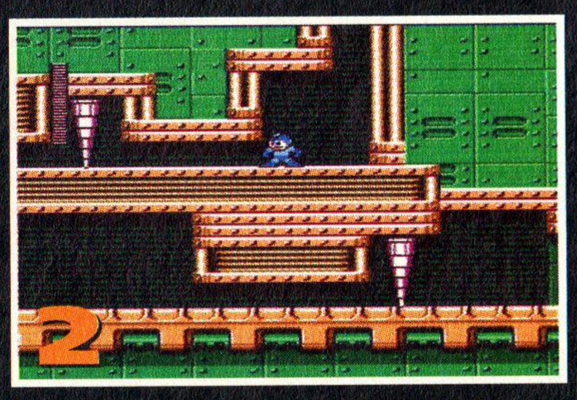
Hard Man weapon

Gemini Laser may look pathetic, with only one shot on screen at one time, but it bounces around and will often hit the bad guy on a rebound.

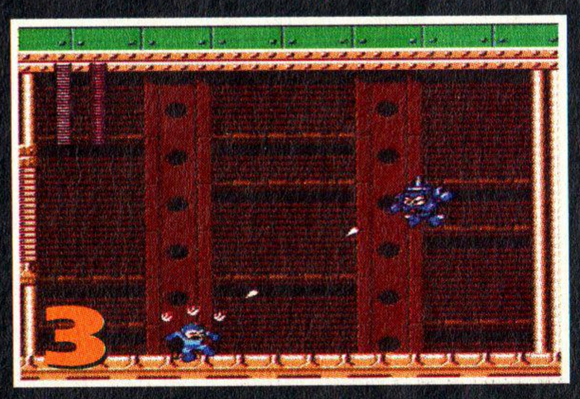
NEEDLE MAN



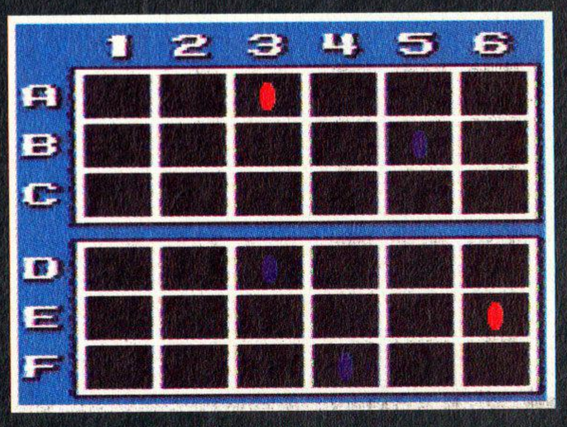
When Needle Harry balls up, he's invincible, so, blast him when he's stationary. Take the lowest of the three ledges for a power-up. Watch for Batteries and their cannonballs.



Start your slide when the first spike is fully down. On the second, start your slide, then, when the spike comes down, reverse your direction for a second and switch back when you see it going up. Shoot the Hammer Joes from the tops of the ladders.



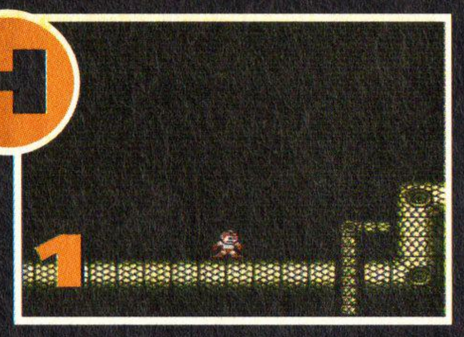
To finish off Needle Man, bombard him with the Gemini Lasers.



Hard Man weapon

You get two things for finishing this stage: the Needle Cannon and Rush Jet.

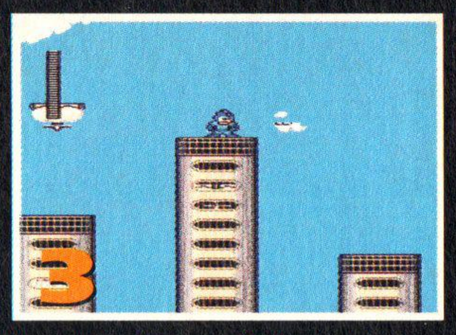
SNAKE MAN



The small snake heads are best dealt with using the Magnet Missiles. When you get to the big snake, jump so that you're level with its head and then sock it with a couple of Hard Knuckles.



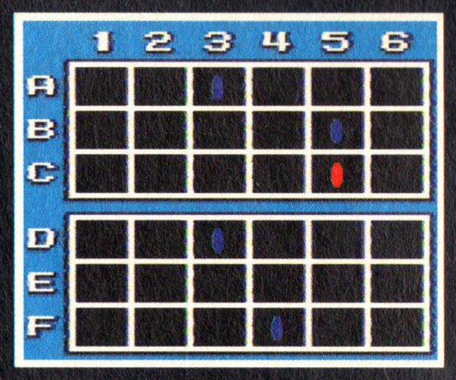
Slowly approach Bubu Kan. When he vaults off his crutch, turn left and fire. When you see two ladders above the Hammer Joe, climb the one on the right first.



Shoot the Germ off the ladder before jumping across. Watch out for Bomb Fliers – they make life very difficult when leaping from one platform to another. Blast 'em with a volley of shots.



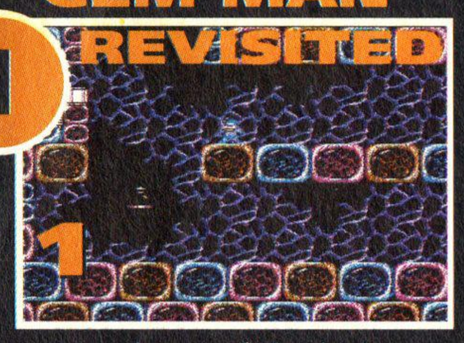
Before you enter Snake Man's area, make sure you're armed with the Needle Cannon. Now stay on the left, jump and blast.



Snake Man weapon

This is the Search Snake. It hunts your enemies and destroys them.

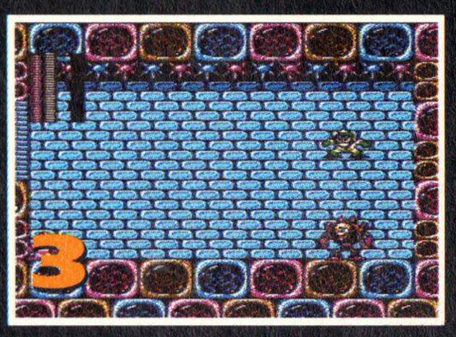
GEM MAN REVISITED



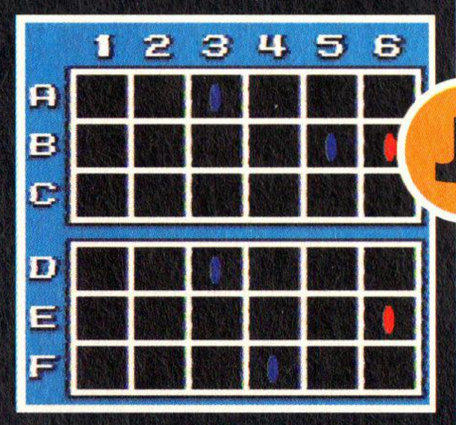
You now have to fight the Super Robots from MM2 before you can get to Dr Wily. Hold left when you drop down from the end of the first stage. Replenish all your energy by shooting the fish eggs.

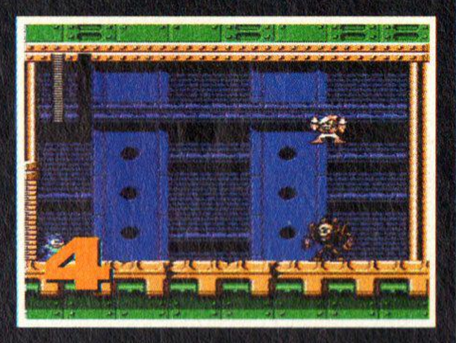


Fight off Flash Man using the Needle Cannon. On the water stage, use the Rush Sub or Rush Jet to get across – the latter is better because you can fly straight over everything.



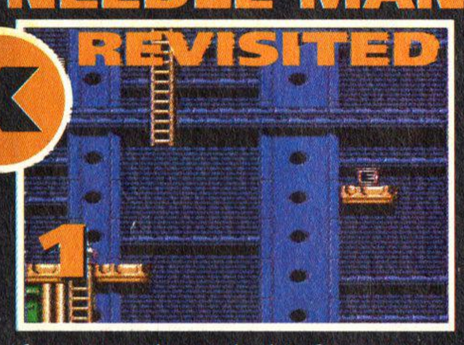
In Bubble Man's lair you have to be very careful. The ceiling is covered with spikes, so try to keep Mega Man on the floor as much as possible and then use the Shadow Blades on him.



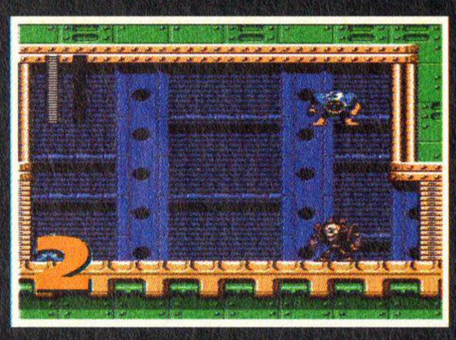


Use the Hard Knuckles on Crash Man and don't forget to slide if you can't jump his bombs.

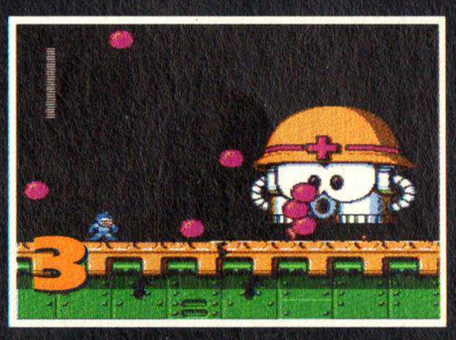
NEEDLE MAN REVISITED



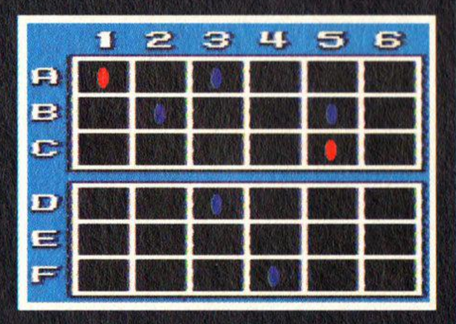
If you run through this first stage blasting, you'll hit most of the Needle Harrys before they do you too much damage. To get to this Energy Tank and 1-up, you'll have to use the Rush Jet.

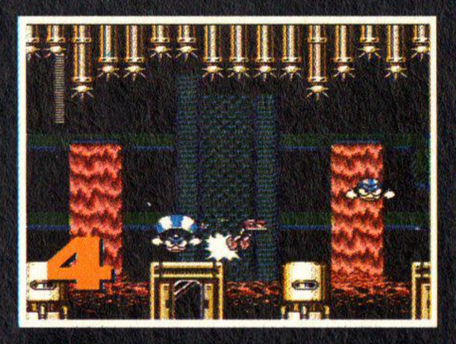


Boost your energy by shooting Needle Harry before Air Man's lair and then go back down the ladder to make him re-appear. Use Spark Power against Air Man, and slide under his torpedoes.



The next section is impossible to do without the Rush Jet. If you don't do this first time, you'll probably have to reset and re-enter the last code. Remember that this Giant Met's weak-spot is the cross on his helmet.





In this section, don't forget to hit the frogs as they jump. Everything here tries to knock you into the lava.

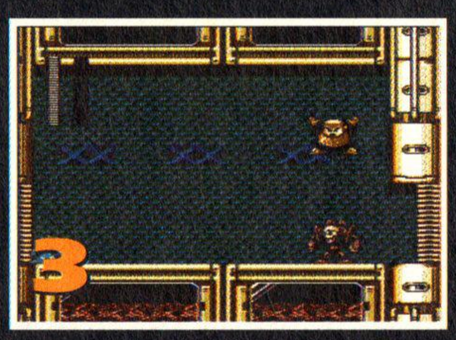
SHADOW MAN REVISITED



You may have to take an Energy Tank from another stage. Do this by placing a red dot in E6 and removing the one in C5. At the bottom of the falling section, pull right to avoid the spikes.



Slide under the Biggy when he hops. In the dark section, move slowly on the solid platforms and quickly on the collapsing ones. Use the Rush Jet to get past the second set.



Wood Man can't withstand a Needle Cannon attack as long as you keep clear of his Leaf Shield. Combine a couple of slides with a Plasma assault to deal with the Hammer Joe.

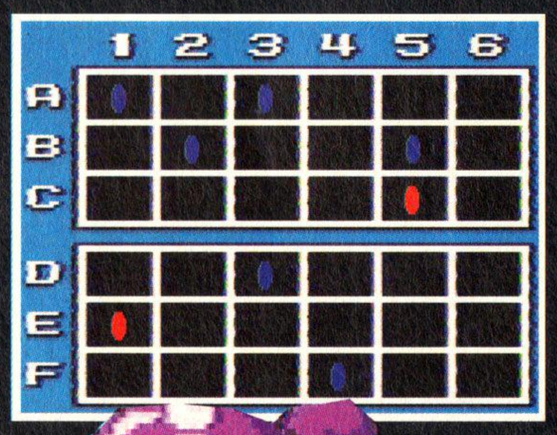


Knock off the Giant Spring using the Shadow Blades. Taking on Heat Man will probably require an Energy Tank, so be ready on the button. Using the Needle Cannon, wait for him to flash towards you, then jump, slide, turn and fire.

Boost your energy by shooting Needle Harry before Air Man's lair and then go back down the ladder to make him re-appear. Use Spark Power against Air Man, and slide under his torpedoes.

The next section is impossible to do without the Rush Jet. If you don't do this first time, you'll probably have to reset and re-enter the last code. Remember that this Giant Met's weak-spot is the cross on his helmet.

In this section, don't forget to hit the frogs as they jump. Everything here tries to knock you into the lava.





CHEAT CART CODES

Use these codes to ease your progress through Mega Man 3.

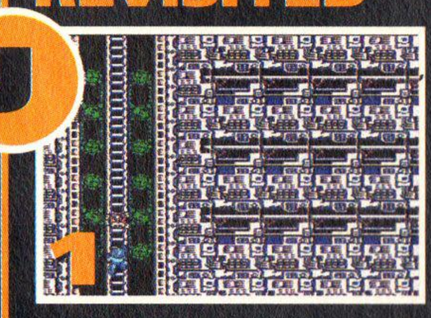
Pro Action Replay

0000AE03 – unlimited lives

Game Genie

AEUKXLPA – infinite lives
YEVKUTGA – Mega jump
GXVAAASA – Infinite energy
NYNKXSGK – Faster moving

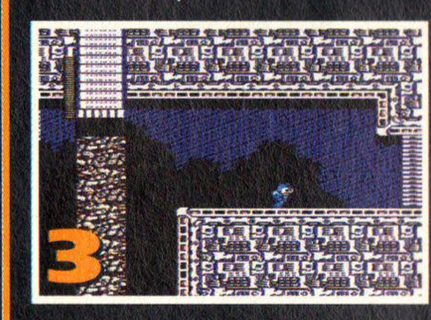
SPARK MAN REVISITED



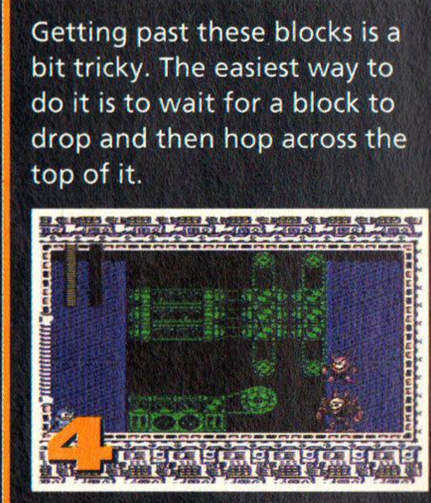
Use the Shadow Blades on the Germ on the ladder. Work your way through the level. The only things you won't have seen before are the spinning platforms. They're easy to use – jump on and off quickly.



Blast Metal Man with the Magnet Missiles. Where you slide through the gap to fall down the spiked shaft, remember that the shaft bends slightly to the left, so don't touch the spikes.



Getting past these blocks is a bit tricky. The easiest way to do it is to wait for a block to drop and then hop across the top of it.

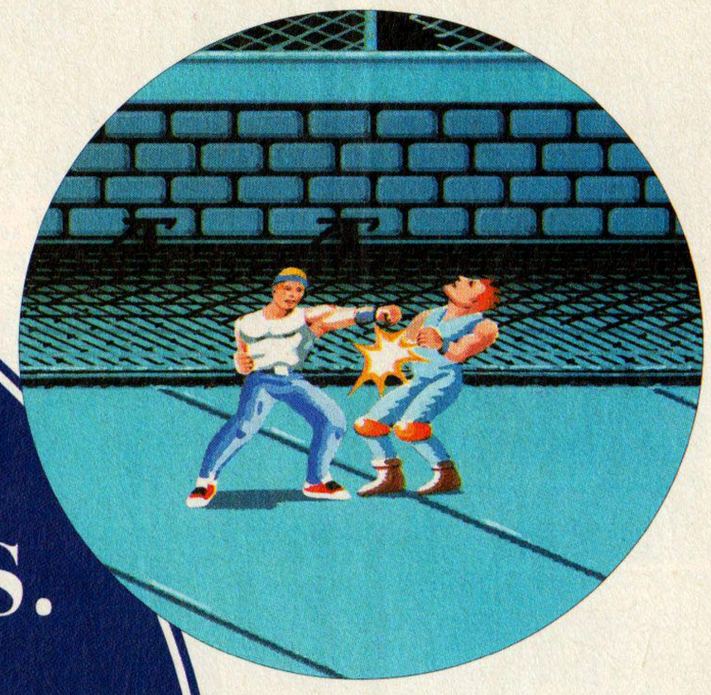


Quick Man is a real toughie. Use the Gemini Laser on him, but make sure you hit the target or you'll waste valuable time. Be ready to top up with an Energy Tank. If you run out of Gemini Laser, use Shadow Blades.



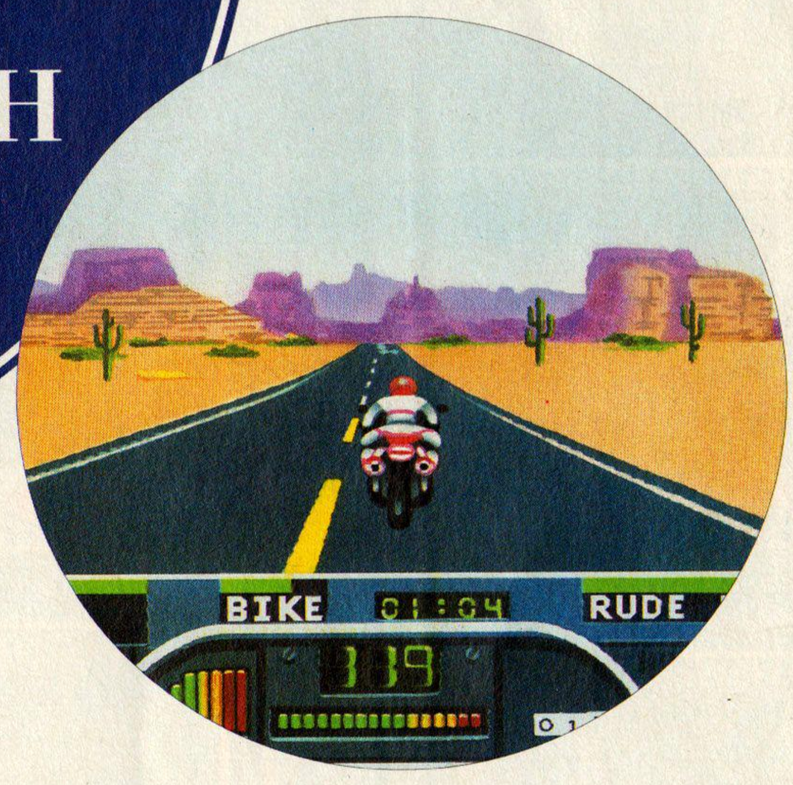
Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.





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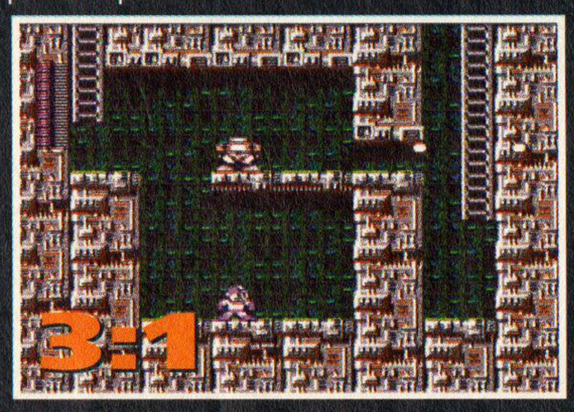
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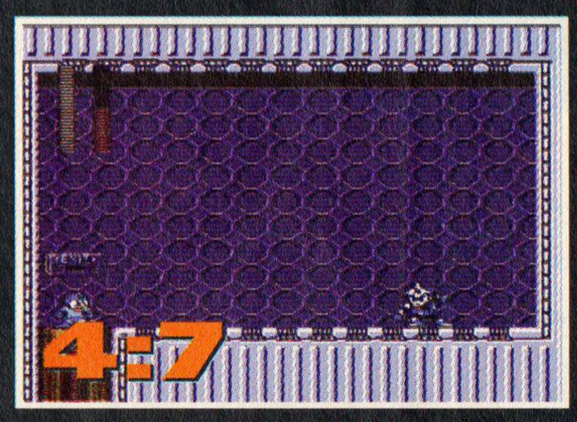
Use Rush to get the 1-up. Dispose of the Spinning Tops using the Shadow Blades. Use Rush again to get the Energy Tank. Remember, you can use the Hard Knuckles to smash walls and get all those smashin' power-ups.



Whack the New Shot Man above you using Shadow Blades. Take the right-hand ladder up and use the Hard Knuckle on the walls. Power up Rush Jet and continue up.



Going round in an anti-clockwise direction, you'll now meet Magnet Man. Use Sparks



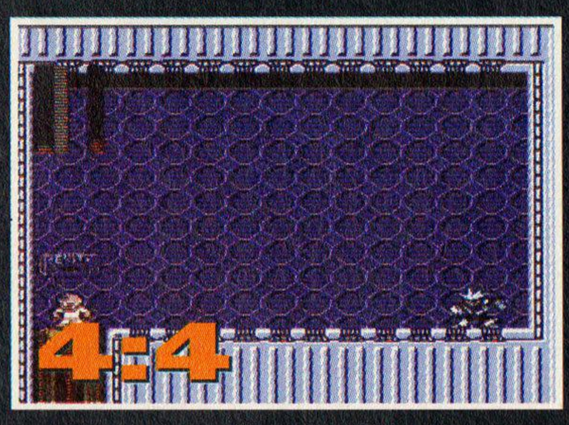
Now for Shadow Man. Use Top Man's power against him.



The Hammer Joe at the top can be shot from the ladder. Head for the ledges and use the slide. On the last one, fly past on the Rush Jet and replenish it when you get to the top. Bump off five turtles on this boss stage and forget about the spaceship.



Power up as you go through. Slide under the Biggys. At the moving platforms, you can either use Rush Jet or hop across on them. You now have to fight three Mega Men. Use the Magnet Missiles to find out which one's real and then Plasma him.



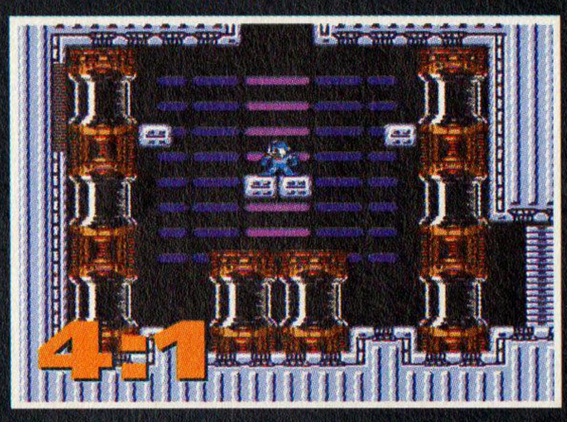
Use the Search Snakes on Gemini Man.



Head up the right-hand side of the warp room to meet Spark Man. Use the Shadow Blades on him.



Power up your Rush energies at the beginning of this stage. Once that's done, leave as many weapon power-ups as you can in case you have to go through again. Use the Rush Jet from here.



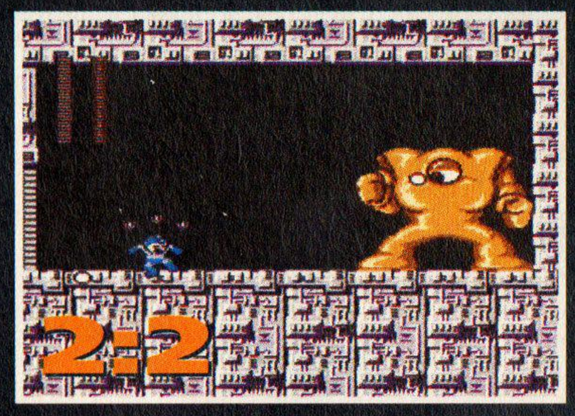
Destroy the rock-tossing monsters as quickly as possible. Now jump into the top-left transporter.



Hard Man again. Use the Magnets on him.



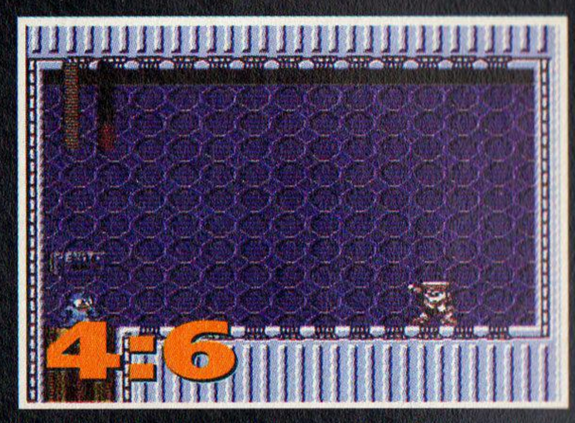
The last guy is Snake Man. Use the Needle Cannon on him.



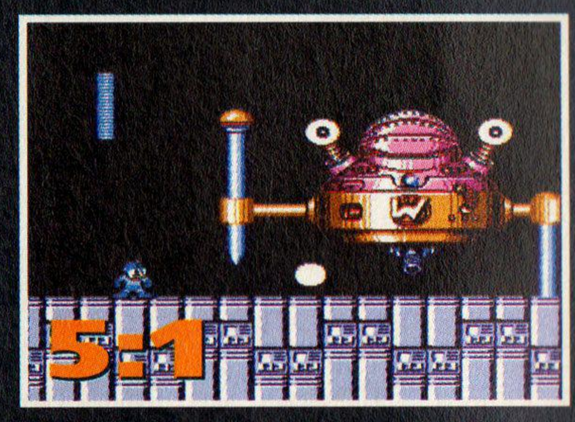
When you get to Cyclops, get in the middle of the screen. Jump the bottom row of blocks that fly at you and slide under the second. Now use the Needle Cannon on him and aim for the eye.



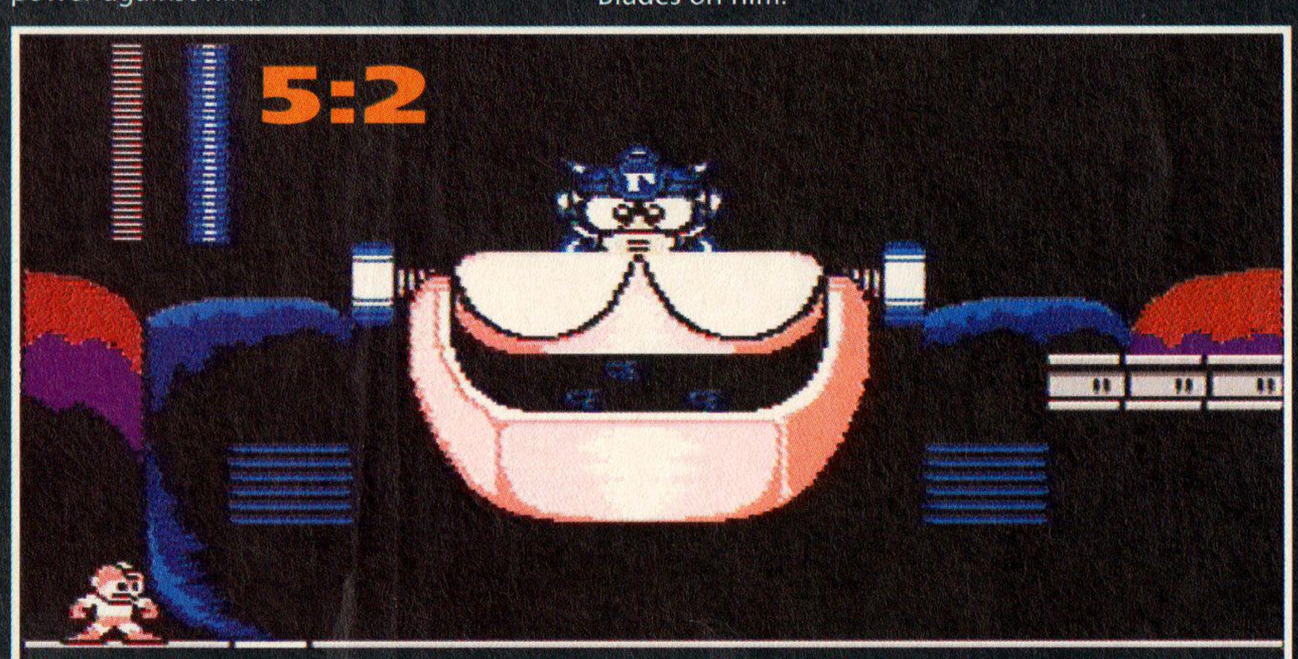
Use the Gemini Laser on Needle Man.



Use the Hard Knuckles on Top Man, who's in the next warp.



Power up the Hard Knuckle, Top Spin, and Shadow Blades. Forget the rest. Use the Hard Knuckle to whack the bottom gun off the first ship, then use the Plasma gun.



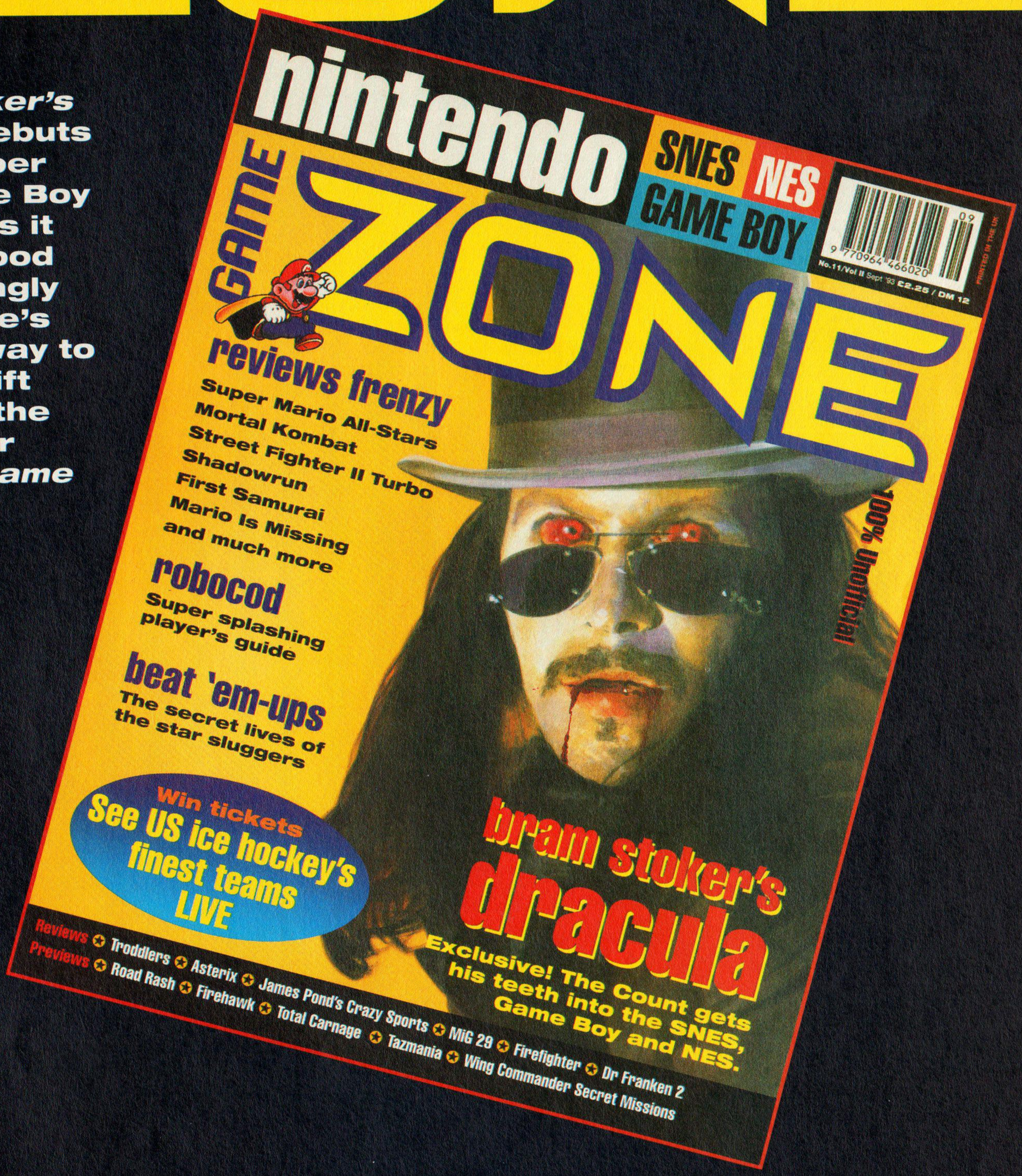
Recharge the same weapons. Use Hard Knuckle and Shadow Blades to destroy the first head, then get on the ground under Dr Wily and shoot up using Top Spin. It's unlikely that you'll be able to do this on your first attempt, but this is the only way of completing the game so keep on cracking at it.

MEGA MAN 3

Jim reckons he worked all that out himself. Do you believe him, readers? Still, if you do what he says you won't go far wrong. Look out for another complete solution in next month's issue of TOTAL.

GAME ZONE

Bram Stoker's Dracula **debuts on the Super NES, Game Boy and NES. Is it horribly good or terrifyingly bad? There's only one way to find out. Lift the lid on the September issue of *Game Zone*.**



on sale August 11

bloody brilliant?

Q&A

If you're stuck on a game, write and tell us your troubles and our expert (well, Jim, actually, but you can't have everything) will sort out your problem.

Q How do you beat the Nintendo team on Super Soccer on the Super NES? Please help, I'm going bonkers.
Craig McHerley, Switzerland



You've got to watch those Nintendo chaps. They don't play fair.

A No probs, Craig. For those of you who haven't got this far, after you win the tournament the Nintendo team pinch yer trophy. Now, by rights you should give them a right good slapping, but you can let them off because they let you challenge them to find out the true champions. The thing is, they seem to have a team entirely made up of star players. They use a 2-3-5 formation and you'll either need to use the same play or use a sweeper to match their five attackers with five defenders. There's really only two ways of scoring against their goalie. The first is to lure him away from his line and take a shot. The second involves moving in and taking a second shot if he blocks the ball and you get the rebound. In any case, you have to catch him out of position.

The only other tip we can give you is not to let them score. Er, which is easier said that done.

Q I've just bought Super Ghouls And Ghosts for my Super NES, and I've already reached Quest 7 on Beginner and Normal settings. But every time I complete Quest 7 to go onto the last quest, Princess Guinevere appears and tells me that I need her Enchanted Bracelet before I can continue – because it's the only weapon that can kill Sardius, Emperor Of Evil. I've spent ages looking for it and I've tried everywhere. Can you tell me where to find it?
Thomas Brown, Wales

A There's a stage select and sound test that'll get you out of your predicament. On the options screen, move the cursor to Exit, press L and START simultaneously on controller 2, then press START on controller 1. But if you want to do things properly, you'll have to go through the game once, then go through again, using the magic that makes all the chests appear, and the bracelet could turn up in any one of them.



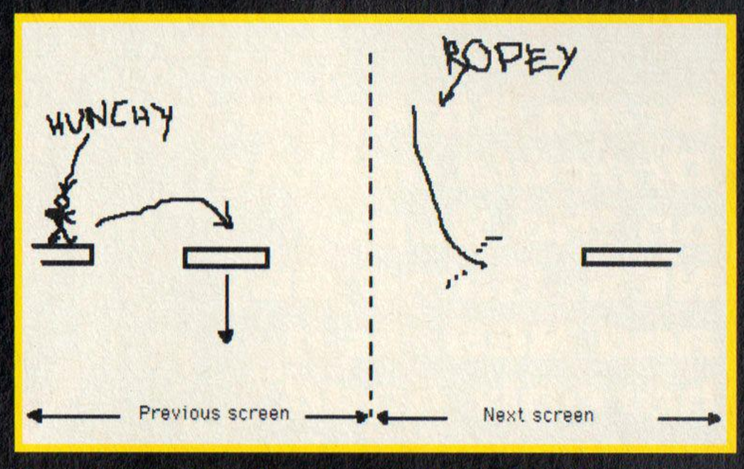
Hey, that bloke's not wearing anything except his underpants! Snigger!

Q Here's the answer to Jed Bartley's problem on level 4 of Super Hunchback and the collapsing platform in issue 21.

First, jump onto the platform and keep jumping up and down on it quickly and you'll find that it won't sink. Now manoeuvre yourself to the right-hand side of it, still jumping.

Still jumping, wait for the rope and jump on the end of it when you have a clear view. From the rope, jump onto an identical platform, using the same procedure to jump onto the stable platform.

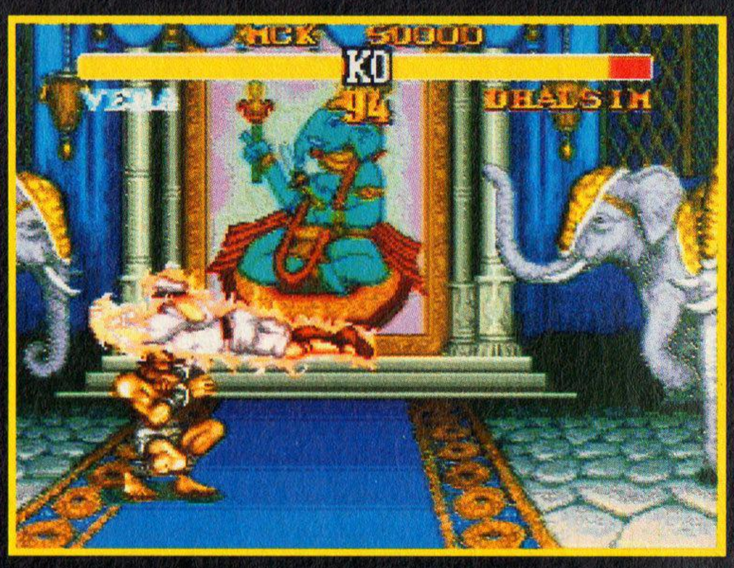
From there, swim down through the level to the Big Bell. Ring it and you've done it.
Scott Brookes, Birmingham



Here's another look at Jed Bartley's excellent draughtmanship.

A Thanks for that, Scott. We'll be popping something in the post for your efforts shortly. Sorry to everyone else who wrote in, but you'll have to be quicker off the mark next time.

Q I have recently bought Street Fighter II for my Super NES and now I want to know if there's any way of controlling the four bosses. I've heard there is, but I don't know how to do it. If you know it, please could you tell me how to do it?
Peter Zhang, Leeds



Not only can you not play the bosses but you can't play that elephant either.

A We get a pile of letters each month asking this question about SFII. So, to put an end to the myth, you cannot play as the bosses on the original version of SFII. There are no key-presses that allow you to do it and the Game Genie and Action Replay codes only simulate the bosses, who appear as rather unattractive pixellated blobs. Neither type of code allows you to play the bosses as they are in the arcade or in the Turbo version, so our advice is either

to sell it in Reader Ads and buy the Turbo version when it's released, or just get really good at the one you've got.

Q Hello. My name's **Phillip George.** On Zelda II for the NES, I can't find the cross.

You know where Harbour Town is? Go across the river in the raft and then go to the village. Go south to where the spider...

A Sorry Phil, I'm gonna have to cut you off there. Your letter started to get horribly confusing (but not as confusing as you're gonna find the answer).

You should have already done the palaces in this order: Parapa, Midoro, Island, Big Island, and Sea Palace. After completing the Sea Palace and collecting the keys, magic and flute, go back and down to the river Demon. At the bridge, blow the flute and the spider will disappear. Head down, over the bridge, and to a cave entrance by Kasuto. Go through the cave. When you come out, go to the second patch in of the second row of the forest. When cut away, it reveals the hidden town.

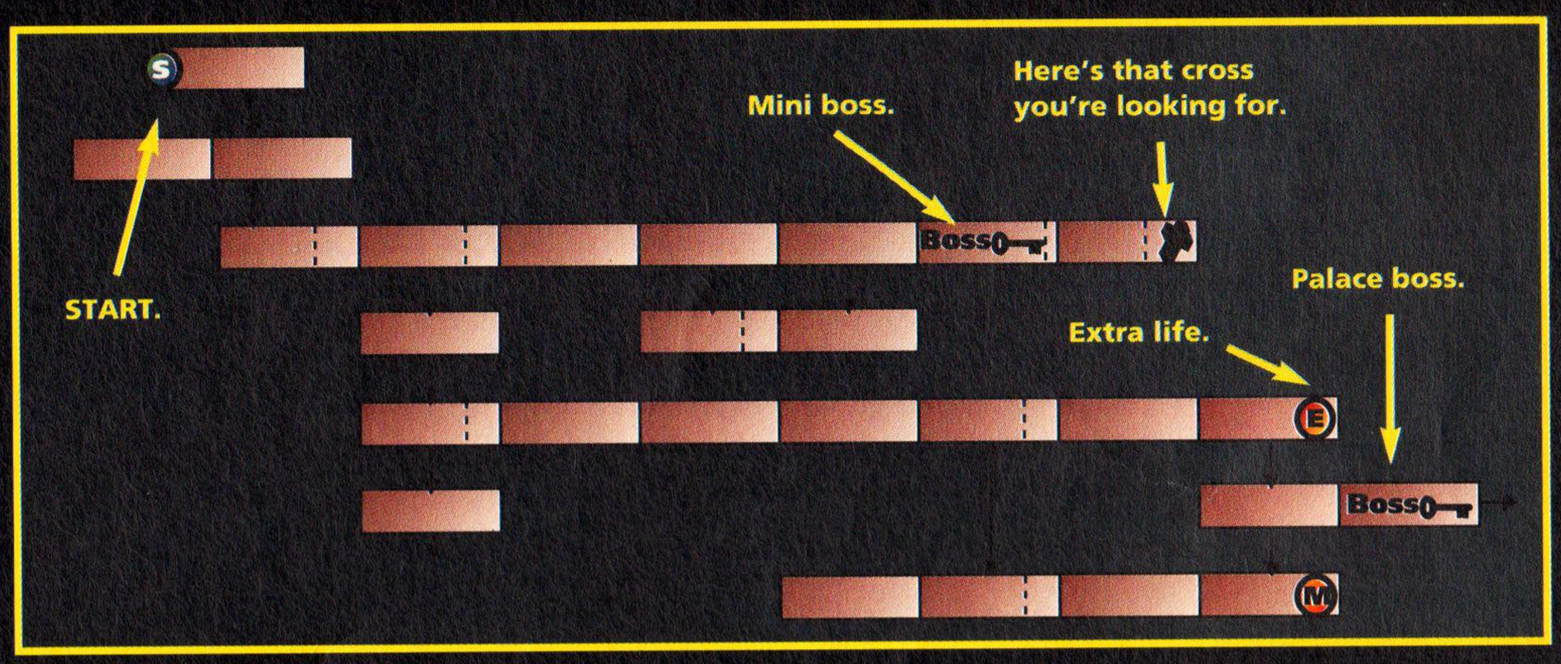
Talk to the old woman in blue and she'll give you a magic container. Go to the eighth. Go into the fireplace and collect the spell. Now go to the right-hand side of the town and use the spell to make a doorway appear. Grab the key, leave and go south.

Travel east in line with the most easterly block of the three till you reach the sea. Take one pace up and one pace right to get a heart container. Return to the three rocks, stand in the middle and press B to make Desert Palace appear.

Look at the map for this palace. Go in and down all the way. Go right till you get to a large hole. Fall down twice and head right. When you get to a large stretch of acid, use the Fairy and carry on right. Don't go down the lift. Kill the mini-boss. Carry on until you reach another hole. Fall down once, but be ready to hit START and select Fairy cos there's no floor. Go right and kill the Dragon Boss by hitting it in the head.

You should get thrown back out of the palace. Re-enter and jump over the pit you fell down last time and go to a room with statues in it. Between the third and fourth there's a hole. Put Jump on to clear it (you may fall down a couple of times). Kill the knight, grab the cross and leave the palace.

Hopefully that's sorted you out, Phil. Remember, there's a full solution in issue 9.



TOTAL! Challenge

Are you a rock-hard game freak? Try a TOTAL challenge!

SUPER MARIO BROS. 1 (SNES/NES)



When you get the invincibility star on level 1-1, see if you can keep it until the end of the level.

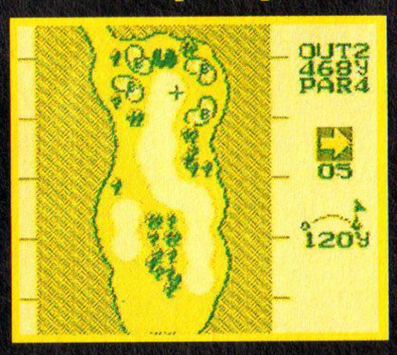
Oliver Parker, London

MEGA MAN 2 (NES)

Collect two energy tanks as soon as possible. Now try and complete the game without either collecting or using any more energy tanks, or using the atomic fire. It's very difficult to do, but it is possible.

Peter Love, Falkirk

GOLF (GB)



Here's one for all you golf afficionados out therewho reckon you're a bit 'ard: see if you can complete Japan on more than 17 under par – and without resetting after you've taken each shot.

Isaac 'Bunker Boy' Reeve, London

ALIEN³ (NES)

If you're a bit of a nutter, try this one for size: choose any level and any difficulty setting, then try and complete it using only the grenades. Or if you're really stupid, try getting through without any weapons at all.

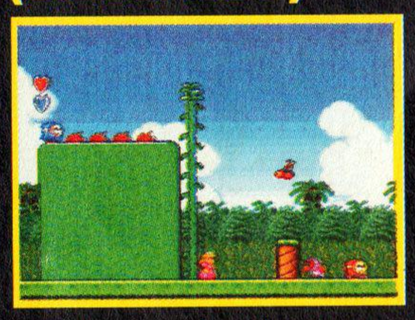
Steven May, Hants

F1 RACE (GB)

Give all the cars a five-second lead, or don't use the jet on the Grand Prix. Now try to complete all nine races in your first three goes.

Rrrichard Rrredwin, London

SUPER MARIO BROS. 2 (SNES/NES)



Get on to world 1-1 and choose the Princess as your character. Now do your darnedest to get through the level in less than a minute – and make sure you polish off the egg monster as well.

Marc Foley, Staffs

Send your challenge to us at: TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW

My challenge is for:

☐ **Super NES** ☐ **Game Boy** ☐ **NES**

Name _____

Address _____

Tel _____

Cheat cart codes



Action Replay codes

There's a hotline for each format, open till 5:30pm. Super NES is on 0782 745990, Game Boy on 0782 745991 and NES on 0782 745992.

CODE BREAKERS

SNES TACTIX

STREET FIGHTER II TURBO

7E006000 – Gets rid of the NTSC message

7E183E0F – Stops the machine from crashing

SUPER MARIO ALL-STARS

00803280 – Removes the country-code protection (Japanese version)

NIGEL MANSELL

1FA1C180 – Allows Jap version to work on UK machines. Activate the Action Replay before leaving the parameter screen

WORLD SOCCER

009AB100 + 00B5C980 – Use the combined code to allow Japanese versions to work on UK machines. Activate code before leaving the parameter screen

JIMMY CONNORS TENNIS

7E0DBC00 – Computer wins aren't counted

7E0DC900 – You can't serve double faults

BATTLETOADS

7E002803 – Infinite lives, player 1

7E002A03 – Infinite lives, player 2

7E0E5E10 – Infinite energy, player 1

POCKY AND ROCKY

7E006A03 – Infinite lives, Pocky

7E006B03 – Infinite lives, Rocky

7E006808 – Infinite energy, Pocky

7E006908 – Infinite energy, Rocky

7E006601 – Infinite smart bombs, Pocky

7E006701 – Infinite smart bombs, Rocky

7E00E402 – Infinite shields, Pocky

7E00E502 – Infinite shields, Rocky

GB TACTIX

MEGA MAN

0898A3DF – Infinite energy

020308C1 – Infinite lives

STAR WARS

01085BCA – Infinite energy

050AA3CA – Infinite continues

BILL AND TED'S EXCELLENT ADVENTURE

0108E3CB – Infinite lives

07983AC9 – Infinite time. Disable when you hit the booth

SPIDER-MAN 2

0103E0D0 – Infinite lives

08FF7F70 – Infinite energy

ALFRED CHICKEN

0105F1FF – Infinite lives

ROBOCOP 2

019982C0 – 99% of hostages saved

020483C0 – Infinite lives

0A0189D2 – Spray shot

0A0289D2 – Armour-piercing shot

0A0389D2 – T-shot

030281C0 – Infinite energy

NES TACTIX

MONSTER IN MY POCKET

00071605 – Unlimited energy for player 1

00004C0X – Replace X with 0-5 to select levels (only use for practice)

00074204 – Infinite lives, player 1

00071705 – Unlimited energy, player 2

00074304 – Infinite lives, player 2

FAXANADU

00043110 – Infinite energy

McDONALDLAND

00058002 – Infinite energy

00057F03 – Infinite lives

Send your codes to: Cheat Cart Codes, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW

My codes are for: (tick one)

☐ GB Game Genie ☐ NES Game Genie ☐ SNES Game Genie

☐ GB Action Replay ☐ NES Action Replay ☐ SNES Action Replay

Game	Code	Effect

Name

Address

Tel

GAME GENIE CODES

For the latest and hottest codes for almost every game under the sun, give the Game Genie Hotline a bell on 0843 231088 (till 7pm).

SNES TACTIX

CYBERNATOR

C2344FDD – Infinite credits

62BF17DF – Start the game with homing missiles

62BF17AF – Start with lasers

62B4176F – Start with napalm bomb

F4BD176F – View failed ending

F7BD176F – View successful ending

STREET FIGHTER II TURBO

DDF17D60 – Do some special moves in the air

D071E460 – No charging required for certain special moves

DD057F04 – Infinite time

C7347405 – Throws do no damage

B.O.B.

4A6E0F0D – Infinite lives

CD610D64 – Slow down timer

3CC73F85 – Infinite remotes

3C37A7D4 – Infinite weapons – except for Flame

GB TACTIX

BATMAN: RETURN OF THE JOKER

00A-B5D-F75 – Infinite continues

102-1F-C42 – Start with eight hit points

009-96E-19E – Infinite Batarangs on pick-up

BLUES BROTHERS

090-15B-E62 – Start with nine lives

00A-F29-3B7 – Infinite energy

FA8-05F-4C1 – Infinite encores

HUMANS

0FD-609-D5A – Start with 15 humans

FA9-B7C-4C1 – Infinite game time

NES TACTIX

INCREDIBLE CRASH DUMMIES

001-3EC-E6E – Infinite time

082-A9F-F7E – Start with eight lives

00B-00A-195 – Your dummy can go through fire

851-49C-E64 – More money for each hit

MARIO AND YOSHI

PAVAAPLA + PEVTPZLA + PEUTLLLA – One Victory Egg needed to win

POKYZAPZ – Short wait until next characters

MICRO MACHINES

GZNXGVVK – Infinite lives

PEUYYYLA – Kid drops out after every game you win

GAXYSZZA – Win every race

APXNIYAE – Start on race 25

BATTLETOADS

GXXXLLVI – Infinite lives

GZNIYUSO – Enemies easier to kill

EYKEVVEI – Mega jump

AEKZGTPA – Super-fast punching

YXUKENAE – Maximum energy from flies

GAXAALAE – Start on level 12 (The Revolution)

BUBBLE BOBBLE

OAUGUZLE – Infinite lives

BLUE SHADOW

VKPZXP – Super jump

XLTIGA – No baddies

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Mario goes to Hollywood – and we've got all the details!

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We've got Asterix on Super NES and Game Boy – what a Gaul!

ISSUE 21 • code: TOT21
Four-page review of Mario All-Stars – the best cart ever!

ISSUE 5 • code: TOT5
SNES hits the UK – TOTAL gives you the lowdown! Plus those original Rainbow Islands and New Zealand Story reviews!

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Plus Bubble Bobble, Hook, and your FREE TOTAL poste…
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Spooky Special! The entire Castlevania saga on the Super NES and NES, plus FREE TOTAL Tactix Note Pad!
SOLD OUT!

ISSUE 8 • code: TOT8
Street Fighter II on the SNES – four page special! Plus Super … Pr… TOTAL Su…
SOLD OUT!

ISSUE 9 • code: TOT9
Racing … ero Ma… , and Prince of Persia. Er, right. *(Racing? Prince Of Persia? Idiot – Steve.)*
SOLD OUT!

ISSUE 10 • code: TOT10
Cop a load of our Robocop spesh! We've got Robocop 2 on the NES and Game Boy, Super NES Robocop 3 preview, and FREE Roboposter!

ISSUE 11 • code: TOT11
Star Warts! Bat… n the NI… per Mario Ka… Parasol Stars, and more!
SOLD OUT!

iSSUE 12 • code: TOT12
The Force is with us – we've got GB Star Wars, NES Empire Strikes Back and SNES Star Wars! Plus Super Mario Land 2!

ISSUE 13 • code: TOT13
Hey, Mickey, you're so fine! Mickey Mouse works his magic on the Super NES! Plus Desert Strike and John Madden '93!

ISSUE 14 • code: TOT14
New Nintendo gamers start here! We've got a shoot 'em up special and stonking reviews of Super NES Spindizzy Worlds and Game Boy Lemmings!

ISSUE 15 • code: TOT15
We're simply plane crazy this month – take to the skies with Turn And Burn, F15 Strike Eagle and Top Gun on the Game Boy!

ISSUE 16 • code: TOT16
Spook! The Addams Family go batty on Super NES, Game Boy, and NES! Plus four-page in-depth StarFox review!

ISSUE 17 • code: TOT17
We find The Lost Vikings on Super NES and tell you everything you wanted to know about Mario! Free Mario badge!

ISSUE 18 • code: TOT18
Alien³ on Super NES and NES, plus Game Boy Alien³ tactix! Alien³ on Super NES and NES, plus Game Boy Alien³ tactix!

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Future Publishing,
Somerton, Somerset TA11 7BR
Tel: 0458 74011

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Reader ads

Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

● Mint condition NES + six games, £110, might sell separately. Phone 5-8pm, seven days a week.
Tel: 081-886 1484

● Game Boy with nine games + batteries and charger, cost £273, sell £130. Almost all boxed.
Write to: Robert Hope, 125 Lloyd St., Heaton Norris, Stockport SK4 1NQ

● Maniac Mansion (NES) for sale, good condition, instructions, cost £55 new, sell for £29.
Tel: 081-964 4370

● NES for sale, boxed, good condition, two controllers, six games inc. SMB1 + 3, Turtles etc., with instructions and Game Genie, £45 ono.
Tel: 081-964 4370

● Dragon's Lair for Super NES (TOTAL rating 93%), hardly ever used, a bargain at £33.
Tel: 0844 214820

● NES (boxed) wit three control pads (two normal, one Quickshot) + 10 games, including Kick Off, Blades Of Steel, Probotector + Solstice. Worth £320, will sell for £175 ono.
Tel: 0533 742452

● I will sell my Game Boy with seven games plus a 16-in-one cartridge for £95. Games include Mario 1 + 2. Ask for Matthew. Or swap for Neo Geo with 10 games (not).
Tel: 081-505 0298

● NES + nine games, boxed + instructions, Advantage joystick, SMB1 + 3, Batman, Duck Tales etc., £150 ono. Consider swap Game Boy + 10 games.
Tel: 0663 750998

● NES for sale, nine games, two control pads, one Zapper and a cleaning kit.
Tel: 061-688 8932 (weekends)

● Atari Lynx for sale, eight games, including Batman Returns, California Games, Klax and Superskweek, pouch and AC adaptor, £110.
Tel: 0959 577285 (Surrey)

● Sega Game Gear for sale with Magnilight glass and eight-bit converter with Sonic and Paperboy games.
Tel: (Bradford) 727430

● Important, two Super NES games for sale, £50. Choice of Area 88, Castlevania 4, Axelay, all Japanese, boxed.
Tel: 0463 83259

● Game Boy + games, including Dr Franken and Kirby's Dream Land. Plus TOTALs issue 1 to 20, worth altogether £250, will sell for £125.
Tel: 081-675 1213

● NES bargain! NES with 12 (!) games, including SMB1, 2, 3, Duck Hunt, Clay Pigeon Shooting, T2, Turbo Racing and more. All games with instructions. Two joypads, game carry case, Zapper gun and arcade joystick. Worth £250, sell for £150.
Tel: 081-424 9853

● Attention! Do you want to buy Amstrad CPC games for £1 each or £3 for five or even £5 for 10? Deal!
Tel: 0292 671318 (Ask for Andrew)

● Zelda III UK (complete), £30 or swap for good game (TOTAL 80%+). SNES only. Ask for Simon.
Tel: 081-856 3180

● Amstrad CPC464, green screen, lightgun, joystick, over 125 games, two owner's manuals, worth over £500. Need cash, sell for £150. NB must collect. Phone 4pm-6pm.
Tel: 0767 681351

● NES + 12 games in good condition, will sell for £120.
Tel: 0228 576891

● For sale, NES, nine games, two controllers and Zapper, worth £350 to £400 but sell for £185 plus free tips books and stickers. Ask for Taz.
Tel: 081-575 0435

● For sale, nine American games like Popeye, Zelda I, II, Arkanoid, worth £180, sell for £90.
Tel: 0924 402714

● I've got Super Wrestlemania and Gun Force (good SNES games). Want to swap for Buster Busts Loose! or Turtles In Time. Ask for Luke.
Tel: 0706 59656

● For sale, back issues of TOTAL, GamesMaster, Super Play, Super Action, C+VG, NMS. Please ring for details of issues. Also for sale, four Game Boy games, Castlevania Adventure, Golf, Bill And Ted, F1 Race and case for Game Boy. Please ring for prices.
Tel: 0538 723188

● UK Super NES and eight games, inc. Starwing, Mario Kart, one joypad + Trailblazer joystick, worth £500, sell for £500 ono.
Tel: 0252 875961

● For sale, Game Boy, two games and leads etc., £50 ono or swap for Mortal Kombat, 2020 Baseball, Bomber Man or Alien³, UK, US or Jap.
Tel: 0532 737087

● Super Nintendo and Mega Drive games, in excellent condition, boxed with instructions. Prices start from £10 for Mega Drive games and £15 for SNES games. Call AJ after 6pm.
Tel: 071-790 4086

● For sale, Chip 'n' Dale £25, Rad Gravity £20, Gremlins 2 £25, Battle Of Olympus £15, Kung Fu £20, Skate Or Die £20, Super Off Road £20, Robocop £25, Metroid £20, World Cup £20, Duck Tales £25, Mega Man 3 £25.
Tel: 0382 68773

● Get your Super NES games here! WWF and R-Type for sale, £22 each. Call Elliot after 4pm.
Tel: 081-363 2779

● Listen up. 32 Game Boy games in one cartridge. Best offer around, with games including Motocross Maniacs, Alleyway, Othello, Hyper Lode Runner, Boxxle 2 *and* Tennis! Worth £200+, I am only asking for £60 or best offer. Ask for Andy.
Tel: 0224 641662 (Aberdeen)

● For sale, NES, £200, worth £450. Includes 11 games, Four-Score adaptor, four controllers and Python joystick.
Tel: 0264 790090

● Bargain! Magazines for sale, TOTAL issues 3, 4, 5, 6, 8, 10, 11, 12, 13, 14, 15, 16, 17, 18, 50p each plus GamesMaster issues 1, 2, 3, 4, 50p each. TOTAL binder £2.50.
Tel: 0628 70293

● SNES + 19 UK games + three imports + adaptor + Scope 2 cart. All boxed, in good condition, £400 ono.
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● Atari Lynx for sale + five games, Viking Child, Batman Returns, Ninja Gaiden and California Games. Also, AC adaptor, battery pack + batteries + carry case, £100.
Tel: 0753 654647

● Hey! I have got a Game Boy, five games, carry case and Game Genie, will sell for £155 or swap for a Game Gear, six games, Sonic 2 if possible.
Tel: 0622 754606

● 1. Sega Mega Drive (Jap version), as new, inc. joysticks, joypads, speakers and 18 top games, £395. 2. Micro Genius/Nintendo inc. four joypads + PSU, plus many top games, exc. condition, £195.
Tel: 0707 642486

● NES for sale with eight games, Zapper gun and three joysticks and Game Genie, all for £150. Ask for James.
Tel: 0222 762135

● Hi, I've got seven great Game Boy games for sale, including Bill And Ted's, SML1, Golf and Bart Simpson's Escape. Sell for £99 or £15 each. Call at weekends.
Tel: (Kenilworth) 56205

● (Game Boy) 24 games, include Mario Land, F1 Race, Elevator Action, Spider-Man, Tennis, £100. Ring Raymond, Mon-Wed, Farnborough area.
Tel: 0252 511193

● Game Boy with case plus Forest Of Fear (boxed), Tetris, £45. Phone and ask for Glen.
Tel: 0275 839478

● NES + 17 games, inc. Maniac Mansion, Gauntlet II, Turtles 1 + 2, DD I + II, Mega Man 2, Bart Vs. Space Monsters, bargain at £270 ono.
Tel: 0379 86474 (ask for Mark)

● SNES games for sale (USA), eight in all, boxed with instructions, in mint condition, £35 each.
Tel: 0506 881228

● NES + Zapper + two joypads + Aviator joystick + SMB3 + SMB1 + Duck Hunt + Top Gun 2 + Turtles + Rescue Rangers, £110 ono.
Tel: 0734 873968

● Game Boy game, Amazing Spider-Man, £10, boxed with instructions.
Write to: Richard Sutton, 3 Ladywell Court, Welton HU15 1LY

● I will sell Joe 'n' Mac: Caveman Ninja for £20. Phone Edward.
Tel: 081-568 9247

● Cartridge for sale for NES, 1200 games in one, inc Super Mario Bros. 1, 2, 3 and 4, Contra, Tetris 1 and 2, Pinball and many, many more. Requires a Jap adaptor. Sensible offers. Call and ask for Chris.
Tel: 0582 663834

● GB games for sale! Fortress Of Fear, Batman 1 + 2, Bill And Ted, Super RC Pro-Am, all £12. Ask for David (after 4pm).
Tel: 0444 451160

● NES for sale with Zapper gun, two control pads and three games, which are Super Mario Bros. 1 + 3 and Duck Hunt, price £95.
Tel: 081-444 4953

● Game Boy, Tetris, Tiny Toons, Probotector, Castlevania Adventure, all leads and boxed, £70 ono. Phone after 5pm and before 10pm and ask for Ronnie.
Tel: 071-739 2897

● For sale, UK Super NES games, excellent condition, boxed with instructions, Zelda III (93%), £30 + Axelay (81%), £30.
Tel: 081-969 6781

● Sega Game Gear + eight games, inc. Sonic + Sonic 2, Shinobi + Donald Duck, battery pack, Wide Gear, £200, phone after 7pm.
Tel: 0373 836727

● Important, two Super NES games for sale, £50. Choice of Area 88, Castlevania 4, Axelay, all Japanese, boxed.
Tel: 0463 83259

● NES for sale! 16 great games, plus Zapper, Game Genie, cleaning kit and dust cover. All games boxed and with instructions. Good condition, £100.
Tel: (Oxford) 58762

● SNES games for sale, Zelda III £25, Actraiser, Mario Kart, £20, USA Addams Family £15, Super Scope £40. Phone Tony after 4pm.
Tel: 0268 772337

● NES, three games, Four-Score + four controllers, £50. Also, Super NES Street Fighter II (Jap) for sale, excellent condition, just £30. Ask for Hanson.
Tel: 081-677 6320

● NES for sale with Zapper, Mario 1 + Duck Hunt. Five other games inc. Mario 3 + Snake, Rattle And Roll, with carry case, excellent condition. Worth £300, only £115 ono. Phone John after 6pm.
Tel: 0895 255390

● For sale, SFII or Super WWF (SNES), £30 each. Master System, three games, lightgun and controller, £65, or Amstrad CPC464, over 30 games, £60.
Tel: 081-897 8544

● NES for sale with two control pads + Mario Bros. 1 + 2. Mega Man 3, Tom And Jerry, McDonaldland + Dizzy, £210 ono.
Tel: 01-732 3037

● SNES for sale, £200, includes three top games, Mario Kart, Jimmy Connors Tennis, Super Off Road, converter and Quickshot Turbo joypad.
Tel: 041-647 1422

● Super NES, three games, SMB4, F-Zero + Addams Family, two control pads. Games boxed with instructions.
Tel: 0943 607076

● 26-inch television for sale at £150 or swap for one game + £115, two games + £80, three games + £50 or five games. Games wanted: Mickey's Magical Quest, Super Star Wars, Buster Busts Loose!, Alien³, Super Bomber Man, Castlevania 4, Lemmings – SNES UK only. If you are not entirely satisfied before October 1, phone and give reason for up to 50% refund. You keep TV.
Tel: 0291 690771

● Mario-Duck Hunt NES pack for sale, includes seven games, Zapper, two controllers and Game Caddy. All in excellent condition, £170 ono. Phone Mark.
Tel: 0202 813688

● Super NES + five games, inc. Star Wars, Tiny Toons, Mario Kart, SFII and Pilotwings, adaptor and two controllers, £190.
Tel: 0487 830731

● NES for sale with Four-Score + four controllers + Mario 1 + 3, Chip 'n' Dale, T2, World Cup, Tetris and many others for £150 or swap for Atari ST or Game Gear. Phone after 6pm.
Tel: 0384 296735

● Amiga for sale, inc. 0.5 meg upgrade, box of games, few originals, two joysticks, mouse and mouse mat, blank disks, £150. Ask for Daniel.
Tel: 0892 832210

● Game Boy for sale with Tetris, headphones, etc. plus Batman, Nemesis, Super Kick Off, Operation Contra and eight rechargeable batteries and two chargers, £100. Phone Paul.
Tel: (Pontypridd) 491492

● UK Super NES for sale with Mario 4, Street Fighter II, Starwing, Super Tennis, WWF, Smash TV, converter and two pads. In v.g. condition, bargain for £250. Tel Paul.
Tel: 0443 491492

● For sale, five SNES games, SFII £40 ono, Sim City £25 ono, Zelda III £25, Super Probotector £25, Pushover £25. Phone Steve.
Tel: 0273 564760

● Super NES games, Final Fight (US), SFII (UK), £30 each ono. Ask for Tony.
Tel: 0422 845411

● Jap Super Famicom for sale (SCART), £200, with six game, two joypads, joystick and converter, must be in Liverpool. Ask for Kev.
Tel: 051-920 5366

● NES for sale with Zapper, Mario 1 and Duck Hunt, five other games, inc. Mario 3, Simpsons and Snake, Rattle And Roll, with carry case, all in good condition, worth £300, only £110 ono. Phone John after 6pm.
Tel: 0895 255390

● NES (boxed) + SMB1, Duck Hunt + Zapper, SMB3 (boxed), Digger T Rock, Tecmo World. Wrestling, Game Genie, Maverick joystick,

£150 ono.
Tel: 0524 418440

● Game Boy, Game Light, Magnifier, Blades Of Steel, rechargeable battery pack, case, Tetris, all for £65. Ring Chris.
Tel: 081-979 9860

● Hey! American Street Fighter II for sale with many tips and strategy guides, just £45. please leave name and number on answerphone.
Tel: 0361 83165

● Hi, I will sell my Game Boy to you. It has three games (lush games) and a carry case. £60 ono.
Tel: 0453 842536

● Game Boy and nine carts, magnifier, Super Grip, leather case, Action Replay, rechargeable battery pack/AC adaptor for sale, around £160. Telephone Mark.
Tel: 0438 869221

● UK SFII £40, UK Super Mario Kart £25, US Star Wars £25, UK Top Gear £20. Buy all four games for £110 and get an NES Action Set free! Ring and ask for Paul.
Tel: 081-672 7025

● Atari 1040 ST with over £1000 of software and magazines. Will sell for £120 or swap for SNES with games.
Tel: 0542 5211

● NES for sale with six games, all boxed, sell for £65 ono.
Tel: 0293 537108

● For sale, NES, six games with Game Genie, £105 ono.
Tel: 0788 890806

● Pilotwings + Street Fighter II (UK PAL) for any UK PAL game considered.
Tel: 051-630 4350

● Super NES games for sale! Super Soccer, Zelda III, Super Mario World, Street Fighter II. Prices vary. Ask for Ben. £25-35.
Tel: 081-645 9935

● Game Boy, seven games, Handy Boy, mains adaptor, Pro Action Replay, £165, or will swap for Super NES. Don't ask for less, only ring if you have the cash!
Tel: 0635 200770

● Mint condition NES plus six games, £110, might sell separately. Phone 5-8pm, seven days a week.
Tel: 081-886 1484

Swaps

● Wanted, Pilotwings, Street Fighter II, NHLPA Ice Hockey. I have F-Zero, Lemmings, Wrestlemania or will sell for around £30 each. Ring Chris after 6pm.
Tel: 0532 652401

● NES swaps. Will swap NES Open or Battletoads or Mario 1 for any of these: Hyper Soccer, Tiny Toons, Star Wars, Dizzy, SMB3, The Simpsons (Space Mutants), Super Sports Challenge. Contact Mark.
Tel: 0236 729386

● I will swap Battle Of Olympus, Dragon's Lair, Gauntlet II and Lemmings for Micro Machines, Elite, Tiny Toons, Star Wars (all NES games), one for one, must include instructions.
Tel: 0772 432387

● Swap Amiga 500 for Super NES with Pro Pad and games (Street Fighter II). Also included with swap, 30 games and mouse.
Tel: 051-486 9068

● I will swap Snake, Rattle And Roll, Digger T Rock or Mario Bros. for any games.
Tel: 0697 332034

● I will swap Mario Kart (UK) for Super Probotector, Starwing, or what have you.
Tel: 0883 346610

● I will swap RC Pro-Am or Batman for F1 Race, Race Drivin', Track And Field or Tennis, all GB. Mine have instructions, so should yours! One for one. Mine are boxed and in good condition. You must swap! Phone after 5pm.
Tel: 051-428 5942

● Super NES swap, my Super Aleste, Super Smash TV or F-Zero for your TMHT: Turtles In Time (consider any game).
Tel: 0895 674469

● Will swap Turtles: FOFC, Nintendo World Cup and Motocross Maniacs for Tiny Toons, Probotector or Nemesis. Also, WWF on the NES for WWF2 on the Game Boy.
Tel: 0993 843270

● Will swap Wrestlemania (SNES) and SMB4 (SNES) for almost anything – PAL version only (must include box and instruction manual).
0245 353738

● SNES swap. Will swap my Zelda III or Super Tennis for any good game, especially WWF2 or StarFox (phone after 7pm).
Tel: 0705 264305

● (SNES) Addams Family 2, swap for Super Probotector or any other games. Sell for any good offers.
Tel: 0473 788570

● I will swap my Spectrum with 100 games for a Game Boy + games.
Tel: 0226 759374

● I will swap Super WWF (SNES) for Zelda III, NHLPA Hockey or Super Goal. Ring after 5pm. Ask for Gary.
Tel: 0942 215565

● I will swap my GB Action Replay for the NES one (boxed + codes + instructions, like mine).
Write to: Gilles Gévin, 54 rue Bataille, VDC Nouméa, New Caledonia

● Game Boy swap, Motocross maniacs (TOTAL 91%), boxed, instructions, as new. Swap for Lemmings. Ask for Emma.
Tel: 0902 609566

● Will swap my Pro Action Replay (with adaptor) for SNES for your Actraiser, Batman or Mickey's Magical Quest (UK only).
Tel: 0344 52889

● I will swap my Sim City (with box and instructions) or Turtles In Time (with box) for Spider-Man/X-Men or Tiny Toons. Call Darren.
Tel: 0762 870341

● Will swap Super Mario World, Addams Family, Super Aleste, Desert Strike and F-Zero for Mickey's Magical Quest, Super Star Wars, Castlevania 4, Buster Busts Loose!, Alien³, Lemmings or Monopoly, Super NES UK only, one for one.
Tel: 0291 690771

● SNES + three games (SFII, Probotector, Smash TV), two pads (turbo-fire) for an Amiga 600 + joystick + mouse and a few games. Call Bryn. Must collect.
Tel: (Witton Gilbert, Co. Durham) 371141

● I will swap SFII or Krusty's Fun House or Zelda III for Turtles In Time, Family Dog, Tazmania or Monopoly or Super James Pond for SNES.
Tel: 0296 612412

● Hey! Over here! I have Wrestlemania (US), Zelda III, Actraiser + Dragon's Lair (all boxed). Will swap for F-Zero, King Of The Monsters, Super Swiv + Death Valley Rally, any versions (will negotiate). Ask for Toby (might get answerphone – *please* leave message).
Tel: 0361 83165

● Swap my Bart's Nightmare for Probotector/ Super Star Wars/Mario Paint/Mario Kart. Phone between 6pm and 7pm.
Tel: 061-740 8470

● I will swap Dr Mario for Dr Franken and Spider-Man for Darkwing Duck. Call Richard.
Tel: 0244 316279

● Will swap Gremlins 2 for any UK NES games.
Tel: 0924 407714

● I will swap my Super Scope, Super WWF or Desert Strike for Super Tennis. Phone Sam on weekends, after 2:30pm.
Tel: 0923 252283

● I will swap my Super R-Type, UN Squadron or Super WWF for Super Star Wars. In Bedfordshire, please. First come, first served. Hurry!
Tel: 0234 269212

Wanted

● Wanted, Super NES games, will pay up to £25. Swap with my carts for £5. Phone Brian after 2pm.
Tel: 0463 221173

● SNES games wanted for local swap club. Will pay £15-20 each. Genuine ad, no con. Cheque sent out on receipt of game. Send list to:
Bryn Mor Carmel, Caernarfon, Gwynnedd LL54 7AD or **Tel: 0562 720228**

● How would you like to earn some extra money? Well, send an sae to:
22 Lumley Gardens, Gateshead, Tyne & Wear NE8 3QB for more details.

● Earn £30 per 100 envelopes working from home. Send an sae to:
Missu Ahmed, Mersey Medical Centre, Strand Street, Mann Island, Pier Head, Liverpool L3 1DQ

● Wanted! Please help, my life is incomplete. Issues 1 and 3 of Super Play, will pay £5 each if in excellent condition (all pages intact). Southport area.
Tel: 0704 821345

● Urgently needed, Empire Strikes Back on NES.
Tel: 0953 81775

● Wanted, box sand instruction book for Super Mario World, instruction book for Super Probotector. Must be in good condition. Will pay up to £1 for each item.
Tel: 0291 690771

● Issue 1 of TOTAL wanted, will pay good money. Ring Andrew Ross.
Tel: 0706 526860

● Wanted, GB Motocross Maniacs, Super Hunchback, Choplifter II, F1 Race, Probotector, £15-25 paid each, please help!
Tel: 0202 470646

● Axelay, Super Mario Land, Super R-Type, Super Swiv for UK SNES. Willing to pay £25 per game. Phone Mark after 6pm.
Tel: 0443 442138

● Wanted desperately! Final Fantasy II. Call from 3:30-9pm. Open to offers.
Tel: 0883 714196

● Wanted desperately, StarFox (UK), swap for Bart's Nightmare, Krusty's Fun House or F-Zero.
Tel: 0803 606521

● Wanted! TOTAL issue 4, will pay £5 or photocopy of Super Mario 2 feature (NES tactic) for £3. Contact Keith after 7pm.
Tel: 0293 535607

Pen Pals

● I am looking for a boy aged 10-12. I'm into NES, wrestling and I support Liverpool. Must be allowed to visit on holidays.
Write to: Tony Whittingham, 62 Mellish Road, Langold, Worksop, Notts S81 9PG, or
Tel: 0909 733809

● I am 10 years old and would like a pen pal, m/f, who likes computers. I enjoy writing + art.
Write to: Steven George, Paradise Lodge, 2A Wakefield Road, Leeds LS27 7HJ

● Hi, my name is Jonathan and I am looking for a good-looking female pen pal, 12-14. I am 13. Photo if poss.
Write to: J Coxon, Thurston, Gate Farm Road, Shotley, Ipswich IP9 2QH

● Hi, my name is Martin, I'm 16 and looking to write to girls or boys aged between 12 and 20. Interested in computer stuff and music.
Write to: Martin Hockings, Hotel Patricia, Belgrave Road, Torquay, S. Devon TQ2 5HY

● Hi, everybody out there who adores SFII, Mortal Kombat and Super NES and is 13-16, m or f, write to me! Replies to all letters.
Write to: John Killick #112, 8451 Westminster Highway, Richmond, British Columbia, V6X 3E4, Canada

Messages

● Hello from Stuart Hardy, this is to anyone bored enough to read the messages column.

● It's Richard here. I just want to say hello to Simon and any other friends who read this boss mag, TOTAL. So here it is: HELLO!

● To Hannah B. I love you lots and lots, love from Alex J.

● Cash! Want to earn £500 – £100,000?
Write to: Tony, 41 Broadoak Ave., Enfield, Middlesex EN3 6TH

● Hi to Ben and everyone else in form 8R, and a big hello to Mrs Devoy, our teacher! From Nick.

● If anyone from Worksop College is reading this, 'Hi!' And if Mr James is reading this, have you got to the final of Super Soccer yet?

● Tamsin, I love you, from Simeon. PS You still haven't answered my question about the tuna fish!

Fanzines

● The 100% Spy magazine – can you win a camera (and more)? Send off for more info (enclosing a loose first-class stamp).
Write to: TBSI application form, 39 Busticle Lane, Sompting, W. Sussex BN15 0DJ

● Homeworkers wanted, earn £100 per 100 obtaining and mailing enquiries, part-time from home. For details send sae to:
D. Az, 28 Idwal St, Neath, W. Glam. SA1 3HR

Reader ads! £1 for a normal ad, £5 for a boxed ad. Free to subscribers!

To place an ad in TOTAL, write it in BLOCK CAPITALS on the coupon and send it to:
Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.
You can pay by cheque or Postal Order, made payable to Future Publishing – *please do not send cash!*
Don't forget to say which classification you want your ad to appear in – the classifications available are Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages.

We'll try to print your ad in the next issue of TOTAL, but we can't guarantee inclusion. Remember, we work at least a month ahead of the publication date – to have a chance of getting your ad in the November issue (out October 21), try and get it to us by September 17.

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

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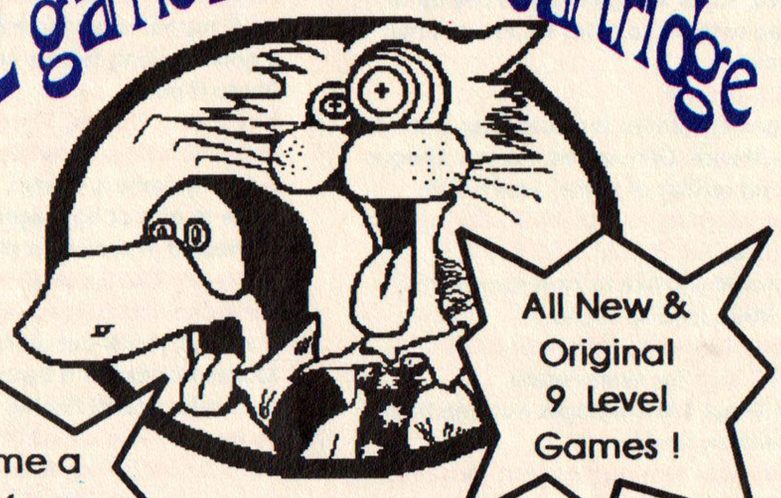
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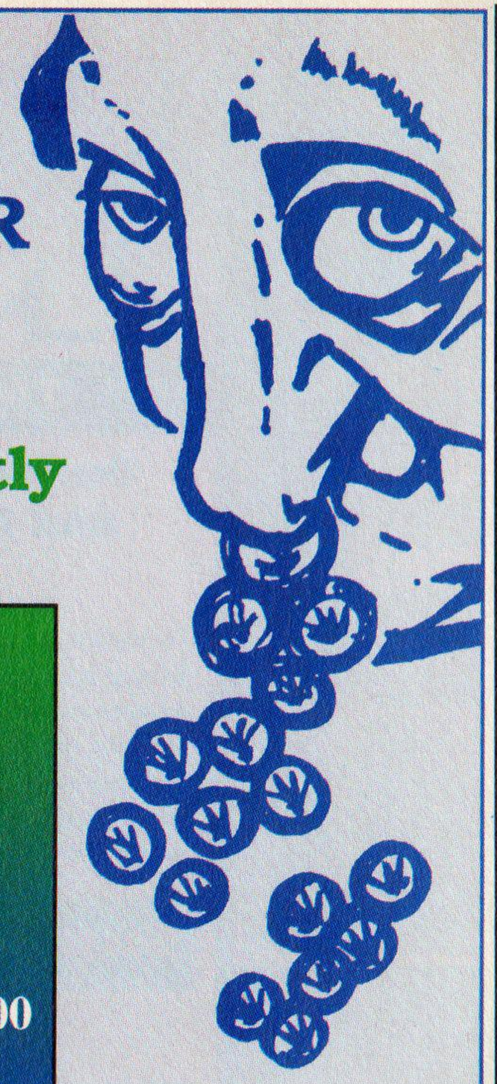
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93% **(Issue 11)**



It's likely to drive you over the edge, but it's still the best adventure on the Super NES for those who like a challenge.

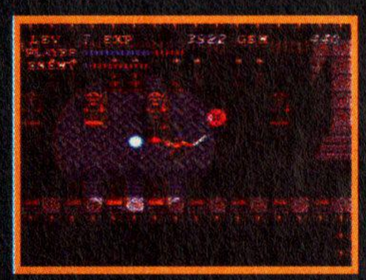
ACTRAISER 91% **(Issue 12)**



Fans of Zelda will love this one as well. It's tough, and there's loads of dicing 'n' slicing action to get your teeth into.

ALIEN³ 90% **(Issue 18)**
If it's an adventure you want, but you want something a little mightier than a sword, then this is the game for you.

SOUL BLAZER
89% **(Issue 12)**



More Zelda-type stuff, and almost as good as Zelda itself. It's huge, atmospheric, and definitely worth playing.

LOST VIKINGS
87% **(Issue 17)**
Budding puzzle addicts who like the sound of swords, swiping and sorcery should give the Vikings a bash.

PRINCE OF PERSIA
84% **(Issue 9)**
There are few games that demand the same levels of arcade strategy as this. Stunning graphics make it well worth a look.

GODS 80% **(Issue 15))**
Infuriating but addictive god game that was a big hit on the Amiga (the Super NES version is almost identical).

ANOTHER WORLD 74% **(Issue 12)**
A stunning-looking game with loads of atmosphere. This could have been a classic, but unfortunately it's far too easy and linear.

TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

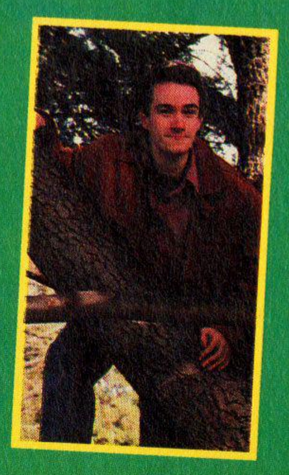
Our comprehensive A-Z buyer's guide to every single Super NES, Game Boy and NES game. Well, the ones we've reviewed anyway. If you can't find a game here, then, er, we haven't reviewed it yet. Probably.

To make it easier for you to see at a glance which games are worth buying, we've highlighted in red the games which get a TOTAL rating of 85% or higher.

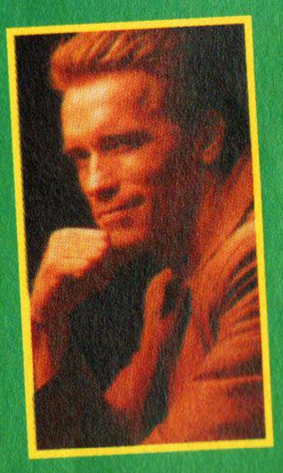
Super NES

ACTRAISER 91% **Issue 12** An arcade slash 'em up with lovely graphics and loads of atmosphere.
THE ADDAMS FAMILY 70% **Issue 8** Slick arcade adventure which is good-looking and a hell of a challenge, but lacks any originality.
THE ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 89% **Issue 16** This platformer plays well, looks good, and has an intense challenge.
AGURI SUZUKI F1 SUPER DRIVING 67% **Issue 19** Average but fast racing game in a similar style to Pole Position.
ALIEN³ 90% **Issue 18** Amazing animation and tough gameplay. The best Super NES film licence ever!
AMAZING TENNIS 33% **Issue 15** Ridiculously poor and completely unplayable tennis sim. A real dodo.
ANOTHER WORLD 74% **Issue 12** Technically stunning and potentially a classic, but it's too easy.
ASTERIX 77% **Issue 20** Great licence but an average platformer.
AXELAY 81% **Issue 11** Very pretty alien-blaster with patchy gameplay.
BASEBALL SIMULATOR 1000 39% **Issue 18** NES-quality graphics and terrible animation. A real stinker.
BATTLE BLAZE 59% **Issue 8** A second-division slugger which looks good but isn't varied enough.
BATTLE CLASH 28% **Issue 12** A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.
BATMAN 66% **Issue 19** Moody levels and a good-looking Batman don't make up for the monotony.
BART'S NIGHTMARE 53% **Issue 12** This looks good and lots of sub-games make it varied, but the gameplay is all over the place.
BLAZEON 28% **Issue 10** A sad sideways blaster with shuddery scrolling and a lack of aliens.
BLAZING SKIES 42% **Issue 12** Random gameplay, shabby graphics and no atmosphere. Dreadful.
BLUES BROTHERS 68% **Issue 19** Could have been a classic, but it's too unoriginal and too blimmin' easy.
B.O.B. 70% **Issue 18** A funny, cute and appealing platformer, but it's just not varied enough.
BOMBER MAN 93% **Issue 19** The best four-player game ever! Great value for money!
BUBSY 81% **Issue 20** Fast and pretty, but too easy. (Still, it's better than Sonic.)
BULLS VS BLAZERS 52% **Issue 20** Tough but slow basketball sim with good sprites and bad animation. Lots of teams but they're all similar.
BUSTER BUSTS LOOSE! 87% **Issue 18** This stunning-looking platformer is cuddly and addictive, if a bit on the shallow side.
CASTLEVANIA IV 74% **Issue 7** A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.
CALIFORNIA GAMES II 31% **Issue 17** Unbelievably basic and repetitive attempt at a sports sim.
THE CHESSMASTER 79% **Issue 21** If you're a chess-head, you'll like this. If you're not, you won't. Simple.
CHUCK ROCK 61% **Issue 14** A very basic platformer. It's pretty, but the gameplay's too simplistic.
COSMO GANG: THE PUZZLE 69% **Issue 19** Basic-looking puzzler which is fun for two but boring for one.
CRAZY SPORTS 54% **Issue 21** Punning James Pond 'sport' sim with primitive graphics and no challenge.
CYBERNATOR 83% **Issue 19** Get used to the cumbersome control and you'll find a fab blaster here.
DARIUS TWIN 62% **Issue 14** A shooter which can be both action-packed and seriously repetitive.
DEAD DANCE 67% **Issue 18** A beat 'em up which grows on you but still isn't a patch on SFII.
DESERT STRIKE 88% **Issue 13** An excellent shoot 'em up with a great mix of shooting and strategy.
DEATH VALLEY RALLY 75% **Issue 15** Fab-looking, fast and funny, but it's awkward and ludicrously hard.
DINOSAURS 55% **Issue 11** Big, pretty and playable enough, but it's all pretty standard stuff.
D-FORCE 67% **Issue 10** This vertical scroller looks basic, but it might keep you amused for a while.
DRAGON BALL Z 24% **Issue 21** Ludicrous attempt at a beat 'em up – with a split-screen format!
DRAGON'S LAIR 93% **Issue 10** Probably the most tortuous and atmospheric SNES game you'll ever play!
DRAKKHEN 64% **Issue 14** An RPG which gives you four characters to control but is too methodical.
EVIL SWORD MA KENDO 56% **Issue 19** Cute Manga-style platformer which is too easy and too basic.
FAMILY DOG 47% **Issue 20** A real dog of a game. Walk away slowly.
FINAL FIGHT 78% **Issue 9** Look no further if you want a decent, varied and colourful beat 'em up.
FIRST SAMURAI 80% **Issue 21** A good, solid platformer with lots of action. Stands out from the crowd.
F1 CIRCUS 64% **Issue 10** Loads of options but the viewpoint is confusing.
F1 EXHAUST HEAT 59% **Issue 12** Nice Mode 7 racetracks but the gameplay is a complete non-starter.
F-ZERO 91% **Issue 5** This futuristic burn-up has to be seen to be believed! Heart-pumping stuff.
GEORGE FOREMAN'S KO BOXING 8% **Issue 21** All you do here is stand in the middle of the ring and take the punishment. Appalling.
GODS 80% **Issue 15** Great-looking, with a nice mix of killing and puzzles.
GOLDEN FIGHTER 34% **Issue 20** A really third-rate beat 'em up with bad animation and naff characters.
HARLEY'S HUMUNGOUS ADVENTURE 45% **Issue 16** A poor excuse for a platformer. You'd be mad to spend your dosh on this.
HOLE IN ONE 75% **Issue 11** Although this only has 18 holes, the smart Mode 7 graphics make up for it.
HOME ALONE 2 53% **Issue 13** This sprawling platformer is big, empty and contains nothing new.
HOOK 60% **Issue 11** If you liked the film, you'll be disappointed with this standard platformer.
JACK NICKLAUS GOLF 59% **Issue 11** A potentially good game, but it's ruined by slow graphics and ponderous gameplay.
JAKI CRUSH 61% **Issue 17** With only one table, this pinball game soon gets monotonous.
JAMES BOND JUNIOR 42% **Issue 14** A ludicrous plot and gameplay that manages to be even worse.
JOE 'N' MAC: CAVEMAN NINJA 72% **Issue 9** Uncontrollable characters and too easy to finish, but it's still a fairly playable game.
JIMMY CONNORS TENNIS 93% **Issue 15** A superb, incredibly playable tennis sim. On a par with Super Tennis.
JOHN MADDEN '93 86% **Issue 13** Fans of American football won't find a better sim than this.
KA-BLOOEY 69% **Issue 13** A taxing puzzler, but not really worthy of the Super NES.
KIKIKAIKAI NINJA 76% **Issue 17** This cute shoot 'em up is well done and fun, but it's not big enough.
KING ARTHUR'S WORLD 78% **Issue 17** A slick, well-presented strategy game (similar to Lemmings) but it's a bit slow.
KING OF THE MONSTERS 41% **Issue 10** A cross between Godzilla and WWF. Sounds fun but isn't.
KRUSTY'S SUPER FUN HOUSE 80% **Issue 8** A bit gloomy for a 'Fun House', but an atmospheric puzzler.
LAS VEGAS STAKES 20% **Issue 21** Gambling games with no risk and no money to win. What's the point?
LEMMINGS 81% **Issue 10** The squillion-year-old classic comes to the Super NES and it's still fun and frantic.
LETHAL WEAPON 84% **Issue 16** Unimaginative use of a movie licence. A standard platform beat 'em up.
LOST VIKINGS 87% **Issue 17** Hardcore cerebral action. Good-looking, innovative and slick.
MARIO ALL-STARS 99% **Issue 21** Four Mario games on one cart – definitely the best cart ever!
MARIO IS MISSING 92% **Issue 21** 'Edutainment' game which is both fun and educational. Engrossing stuff.
MARIO PAINT 48% **Issue 10** A user-friendly art and music package but it's far too limited. Disappointing.
MONOPOLY 41% **Issue 17** Pointless and expensive. Buy the board game.
MORTAL KOMBAT 70% **Issue 21** An okay fighting game, but ultimately too repetitive and limited.
MUSYA 59% **Issue 8** Oriental arcade adventure, some neat bits but too dull.
NBA ALL-STAR CHALLENGE 48% **Issue 20** Excellent graphics but dull gameplay, even with two players.
NHLPA ICE HOCKEY 91% **Issue 14** A realistic and easy-to-learn ice hockey sim which plays wonderfully.
NOLAN RYAN'S BASEBALL 68% **Issue 18** This Manga-style sim is fairly playable, but full of niggly flaws.
PAPERBOY 2 32% **Issue 10** Almost as bad as doing the real thing and just as tedious as Paperboy 1.
PARODIUS 87% **Issue 9** A fun shoot 'em up with plenty to get your teeth into. Too easy, though.
PGA TOUR GOLF 69% **Issue 11** A nice user-friendly golf sim, with a simple layout and easy-to-use menu
PHALANX 59% **Issue 13** A horizontally scrolling shooter with all the biz, but the action's patchy.
PILOTWINGS 91% **Issue 11** Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!
POP 'N' TWINBEE 78% **Issue 20** Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long.
POPULOUS 61% **Issue 12** A good conversion of the old god-game, but the novelty's worn off now.
POWER ATHLETE 28% **Issue 14** Another SFII rip-off, and it's a pile of cack. The graphics are appalling.
POWERMONGER 70% **Issue 19** Huge god-game which takes a while to get into but is mildly addictive.
PRINCE OF PERSIA 84% **Issue 9** Very tough arcade puzzler. Lovely graphics and stunning animation.
PRO BASEBALL LEAGUE '93 79% **Issue 18** Good, realistic sim, with Manga-style graphics and a great two-player option.
PRO QUARTERBACK 33% **Issue 16** Nice features, but it doesn't really make it as an American footy sim.
PUSH OVER 68% **Issue 13** Tricky puzzler, but not as arcadey or as puzzley as it should be.
RACE DRIVIN' 17% **Issue 12** Probably the worst Super NES driving game ever. Pathetically slow graphics.
RAMPARTS 68% **Issue 20** This mixture of two game styles – Tetris and a war game – is far too easy.
RANMA 1/2 67% **Issue 10** A nifty best-of-three-rounds beat 'em up which wins no prizes for originality.
RANMA 1/2 PART 2 68% **Issue 16** Like part 1, with a few bits added.
RIVAL TURF 70% **Issue 9** Good two-player stroll 'n' beat 'em up with high-speed gameplay.
ROBOCOP 3 37% **Issue 12** A major disappointment. Poor graphics and non-existent gameplay.
THE ROCKETEER 28% **Issue 7** Impressive to look at but the gameplay's a real turkey. Pointless.
RPM RACING 46% **Issue 9** More of a tourer than a racer – it's far too slow to get the blood rushing.
RUN SABER 60% **Issue 21** A Strider clone with lush graphics but which is dead simple to finish. Pity.
RUSHING BEAT RUN 53% **Issue 21** Double Dragon/Final Fight rip-off which is just too darn boring.
SEPTENTRION 80% **Issue 21** Fab arcade adventure with lovely graphics. (Jap instructions, though.)
SHADOWRUN 81% **Issue 21** Big, moody and violent RPG with intriguing plot and complex puzzles.
SKÜLJAGGER 61% **Issue 13** Bland scenery, basic animation and bog-standard action. Lacklustre stuff.
SIM CITY 94% **Issue 7** Possibly the best-value game ever! A simple concept but a huge game.
SOUL BLAZER 89% **Issue 12** Similar to Zelda, and almost as good. Huge, atmospheric and pretty.
SPANKY'S QUEST 54% **Issue 12** Not bad but hardly worth the price tag.
SPIDER-MAN AND THE X-MEN 67% **Issue 13** Die-hard Marvelites may enjoy this, but even with Spidey it's a very average platformer.
SPINDIZZY WORLDS 91% **Issue 14** A wonderful puzzley arcade game with bags of variety.
STARWING 96% **Issue 16** Also called StarFox, this FX-chip game is the best shoot 'em up ever seen!
STREET FIGHTER II 94% **Issue 8** Sound, graphics and gameplay in harmony. The best beat 'em up ever!
STREET FIGHTER II TURBO 96% **Issue 21** If you haven't got the original game, this is unmissable. There will never be a better beat 'em up.
STRIKE GUNNER 51% **Issue 12** A scrolling shooter with nice-looking ships but tedious gameplay.
STRIKER 94% **Issue 20** Simply the best footy game available for the Super NES at the moment.
SUMO 34% **Issue 20** The fights are too complex, as are the Japanese instructions.
SUPER ADVENTURE ISLAND 40% **Issue 11** The rave soundtrack is pretty groovy, but the game is basic.
SUPER ALESTE 85% **Issue 12** If it's vertically scrolling shooters you're after, this is the business!
SUPER BATTER UP 49% **Issue 18** Cack-looking, uncontrollable and stupidly tough baseball sim.
SUPER BATTLETANK 50% **Issue 14** This is like Desert Strike, but with tanks. Unlike Desert Strike, it's very tedious.
SUPER BIRDIE RUSH 48% **Issue 21** Not techy enough for a golf sim and too slow for an arcade golfer.
SUPER BIRKURI MAN 24% **Issue 19** A laughably dreadful SFII rip-off with no variety and no fun.
SUPER BUSTER BROS. 57% **Issue 14** A Pang conversion with no two-player mode, doesn't really work.
SUPER DOUBLE DRAGON 61% **Issue 12** Decent graphics, but like the other DD games there's no challenge.
SUPER CONFLICT 69% **Issue 18** A strategy game which is simple and limited but still fairly compelling.
SUPER GHOULS 'N' GHOSTS 87% **Issue 11** Lovely scenery and a challenge to knock your socks off.
SUPER FIRE PRO WRESTLING 2 54% **Issue 18** Tons of different wrestlers, but there aren't enough moves or variety.
SUPER F1 HERO 51% **Issue 19** Scabby graphics, but fairly exciting racing – for about half an hour.
SUPER F1 GRAND PRIX 56% **Issue 19** Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.
SUPER F1 GRAND PRIX PART 2 53% **Issue 19** Better-looking than the original, but even more ridiculously tough and unplayable.
SUPER GOAL 33% **Issue 18** Definitely the worst SNES footy game. It really will make you sick as a parrot.
SUPER JAMES POND 55% **Issue 17** Fairly humorous platformer, but there's some horrendous slowdown and very little challenge.
SUPER KICK OFF 49% **Issue 14** Too fast, too wild, and control is too cumbersome. Check out Striker.

Strange but true. Er, maybe



Our very own Chris found true love when he did a spot of modelling for a low-quality home-shopping catalogue. Chris ignored the lusty female models and fell for this brown suede jacket (retailing for less than £30). Notice how it blends in with almost any environment – and nearly every shirt he wears. Since donning the jacket, his popularity has rocketed in train-spotting circles, and he even received an offer to renew his Reader's Digest subscription free of charge! A similar jacket helped Arnie achieve stardom.



The TOTAL horror-scopes

ARIES

Way-hey! There's a sun in Virgo, didn't you know? But enough of this planetary guff, you're in for a dull time and no mistake!

GEMINI

Your ruling planet, Mercury, is out of sorts. Brace yourself for delays and irritations. But fear not, creams are available for both afflictions.

LEO

Duck! The crap's gonna hit the fan any day now. Start making a list of things you can do to get back into people's good books.

TAURUS

You can't see eye-to-eye with yourself. And what's blocking your vision is your nose. You'll find your attention is strangely drawn to cosmetic surgery ads this month.

CANCER

Destiny points towards a nasty scuffle with your elders. The best option is to arm yourself with a heavy, blunt instrument – like an oboe or a piano.

VIRGO

The sun has moved into Virgo, but things still haven't sorted themselves out. Why? Well, if we were meant to know that, the stars wouldn't be so difficult to read!

SUPER MARIO KART 82% **Issue 11** A highly original racing collect 'em up with Mode 7 split-screen tracks.
SUPER MARIO WORLD 98% **Issue 4** This game's got it all – graphics, depth, challenge... It's absolutely wonderful!
SUPER NBA BASKETBALL 74% **Issue 18** Despite having official NBA backing, this won't grab you if you're not a fan.
SUPER OFF ROAD 53% **Issue 7** Weedy cars and samey tracks. Only any good as a head-to-head.
SUPER PLAY ACTION FOOTBALL 53% **Issue 11** Far too complex and uncontrollable for novices. Try John Madden instead.
SUPER PROBOTECTOR 88% **Issue 9** Unbelievable graphics and out-of-this-world gameplay.
SUPER R-TYPE 71% **Issue 6** Stunning graphics, but let down by shallow gameplay.
SUPER SCOPE 43% **Issue 8** The SNES version of the Zapper. Fun for a while, but not really worth it.
SUPER SHANGHAI 49% **Issue 20** Oriental puzzler that's fun and interesting but not worth more than £5.
SUPER SMASH TV 93% **Issue 8** Stupendously brutal, thrilling and rock-hard! The ultimate shoot 'em up!
SUPER STAR WARS 87% **Issue 15** Not very original, but a great movie tie-in, with sumptuous graphics.
SUPER STAR WARS 87% **Issue 15** A fine platformer. Gorgeous graphics and awesome sound, but lacks variety.
SUPER STRIKE EAGLE 38% **Issue 19** A cross between Afterburner and a flight sim. A nice idea, but sadly it doesn't work.
SUPER SOCCER 80% **Issue 6** Great visuals, a choice of teams and flexible controls, but it's unrealistic.
SUPER SUMO 36% **Issue 20** Two blobs of lard wobbling about and fighting. That's fun?
SUPER SWIV 83% **Issue 16** A classic Super NES top-down blaster. Be warned – it's incredibly tough!
SUPER TENNIS 96% **Issue 5** One of the most playable and realistic tennis sims ever!
SUPER VOLLEY 2 26% **Issue 19** A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.
SUPER WWF 81% **Issue 6** Even if you hate wrestling, this'll wow you. It looks and sounds great.
SYVALION 20% **Issue 16** This is utter crap. Don't buy it.
TAZ-MANIA 55% **Issue 20** Fast and colourful race game that is stupidly tough and soon gets boring.
THE MAGICAL QUEST STARRING MICKEY MOUSE 81% **Issue 13** A graphically stunning game, but the lifespan leaves something to be desired.
THE IREM SKINS GAME 64% **Issue 13** Dunno what the title means, but it's just another golf sim, and it's dull.
TERMINATOR 55% **Issue 17** An ordinary platform shooter with below-par gameplay. What a waste.
TOP GEAR 93% **Issue 9** A fast, furious and fun racer. The Mode 7 graphics are exceptional.
TOM AND JERRY 49% **Issue 17** What a waste of the licence. Lifeless, poorly designed and unimaginative.
TRODDLERS 87% **Issue 20** Lemmings with a difference. Simple to pick up and a lot of fun to play.
TRUE GOLF CLASSICS 72% **Issue 11** If it's a realistic rather than playable golf sim you're after, give this one a whirl.
TURTLES IN TIME 63% **Issue 10** Good-looking and occasionally quite fun, but it won't get the pulse racing.
ULTRAMAN 26% **Issue 11** Poor animation and an almost total absence of gameplay. Dire.
UNCHARTED WATERS 42% **Issue 18** A strategy game with lots of trading and a few bits of dull combat. Very boring.
UN SQUADRON 92% **Issue 10** A brilliant blaster. Horizontal scrollers don't come much better than this.
WAYNE'S WORLD 35% **Issue 19** A movie licence which is completely devoid of gameplay.
WARP SPEED 31% **Issue 18** A 3D shoot 'em up which is so out of date it just looks silly.
WHEEL OF FORTUNE 17% **Issue 20** Tedious, tacky and completely pointless.
WING COMMANDER 89% **Issue 14** Alien-blasting flight sim with great looks and thrilling combat.
WORDTRIS 61% **Issue 15** A nicely done puzzler, but it's not exciting or addictive enough.
WORLD CLASS RUGBY 65% **Issue 18** Fab two-player mode, lots of teams, but too frustrating on your own.
WWF2: ROYAL RUMBLE 83% **Issue 19** A better game than the original, with lots of good, straightforward, old-fashioned violence.
XANDRA'S BIG ADVENTURE 41% **Issue 18** Cute graphics, but this platformer is very basic and boring.
XARDION 27% **Issue 9** Everything about this platform shoot 'em up is naff. Avoid like the plague.
X-ZONE 70% **Issue 16** The best Super Scope blasting game to be released so far.
ZELDA III: A LINK TO THE PAST 93% **Issue 11** Fantastic adventure that's big, atmospheric, and very tough. A real laster.

Game Boy

ADDAMS FAMILY 52% **Issue 7** A tough challenge, but it's all a bit plain. More pukey than ooky.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% **Issue 19** Unoriginal platform formula, but it's big, tough, playable and addictive.
ADVENTURE ISLAND 56% **Issue 9** Loads of levels and smooth, clear graphics. Unfortunately lame gameplay, though.
ADVENTURE ISLAND 2 40% **Issue 19** A dull, samey and easy platformer. You'll either get bored with it or finish it in a couple of days.
ADVENTURES OF ROCKY AND BULLWINKLE 39% **Issue 13** One of the naffest platform collect 'em ups ever to hit the Game Boy.
ALFRED CHICKEN 85% **Issue 17** A classic-looking yet original game, with fab graphics and superb design.
ALIEN³ 83% **Issue 17** Big, eerie and rock 'ard arcade adventure. Much better than the movie.
ASTEROIDS 55% **Issue 5** The simple but compulsive blaster of old just isn't the same on the Game Boy.
ASTERIX 74% **Issue 20** A tough but bland platformer, ruined by the awkward controls.
THE AMAZING SPIDER-MAN 68% **Issue 3** Lots of web-throwing and beat 'em up sequences make this moderately fun.
BALLOON KID 76% **Issue 3** A cutesy little adventure with excellent hazard-dodging fun.
BARBIE 45% **Issue 21** Pukey plot, over-sensitive collision detection and dull gameplay. Yuk.
BART SIMPSON'S ESCAPE FROM CAMP DEADLY 92% **Issue 4** Nicely structured gameplay and heaps of challenge. Wow!
BART VS THE JUGGERNAUTS 45% **Issue 12** Mildly entertaining at first but then utterly frustrating.
BATMAN 80% **Issue 1** A tricky little platform shoot 'em up. Small graphics but speedy action.
BATMAN: RETURN OF THE JOKER 86% **Issue 10** Glorious graphics, fab sounds and five tough levels.
BATTLESHIPS 23% **Issue 14** The Game Boy version of the pen-and-paper game. Boring and pointless.
BATTLETOADS 90% **Issue 11** Heaps of variety makes this a real treat for Game Boy arcade fans.
BATTLE OF OLYMPUS 90% **Issue 19** Big, complex, excellently designed and graphically gorgeous. Easily the best RPG on the Game Boy.
BEST OF THE BEST 38% **Issue 18** A uncontrollable karate game with a lack of moves and no skill required.
BILL AND TED'S EXCELLENT GAME BOY ADVENTURE 91% **Issue 3** Rush down to the Circle-K and buy this bodacious cart now!
BLADES OF STEEL 60% **Issue 6** Disappointing version of a great game. Not really suitable for the GB.
BLUES BROTHERS 74% **Issue 10** A tough platformer with slow graphics but big and varied levels.
BOULDER DASH 89% **Issue 3** Superb graphics and lots of tough screens keep this interesting.
BOMB JACK 84% **Issue 12** Maybe not sophisticated enough for some tastes, but still great fun.
BOXXLE 69% **Issue 9** Looks simple, but the 108 puzzling levels just get harder and harder.
BOXXLE 2 72% **Issue 10** Simple but engrossing. You won't find more refined puzzle-solving than this.
BRAIN BENDER 77% **Issue 11** A fun and fiendish puzzler with a challenge that'll last for ever!
BUBBLE BOBBLE 68% **Issue 6** Terrifically addictive platform action. Passcodes make it too easy, though.
BUBBLE GHOST 22% **Issue 8** Blowing a bubble around a house could have been fun. Sadly, it ain't.
BUGS BUNNY 43% **Issue 1** This game has 80 levels, but sadly they're all much the same.
BURAI FIGHTER 84% **Issue 4** A beautifully structured eight-way scrolling shoot 'em up which will last.
BURGER TIME DELUXE 71% **Issue 8** Maybe a bit too simplistic, but still an addictive, if odd, platformer.
CASTELIAN 75% **Issue 8** Simple, frustrating and addictive. Could annoy rather than enthrall.
CASTLEVANIA ADVENTURE 89% **Issue 1** Lovely animation and detailed backdrops make this a real treat.
CASTLEVANIA II 90% **Issue 5** Massive levels and fewer gripes than the above. Not brilliantly original but great fun. A really classy game.
CAESAR'S PALACE 60% **Issue 6** None of the five gambling games here requires enough skill.
CENTIPEDE 68% **Issue 5** Basic but tough and addictive. Fun to zap away at now and again.
CHASE HQ 50% **Issue 20** Dated and uneventful racer with a cops-and-robbers flavour.
CHOPLIFTER II 80% **Issue 6** Graphics are unimpressive, but it's an involved game with lots of challenge.
THE CHESS MASTER 90% **Issue 1** Snap this up if you can still find it – it's the only chess game you'll ever need!
COOL WORLD 39% **Issue 19** Bizarre puzzle platformer based on the movie licence – which flopped!
DAEDALIAN OPUS 45% **Issue 5** Challenging, but not exciting enough if you're not into puzzles.
DARKWING DUCK 76% **Issue 18** Nice-looking and varied, but the levels are too few and too easy.
DAYS OF THUNDER 73% **Issue 4** Smooth(ish) vector graphics but sadly it ain't that fast. For racing fans only.
DOUBLE DRAGON 2 77% **Issue 4** Slick enough to keep you amused if you want yet another beat 'em up.
DOUBLE DRIBBLE: FIVE ON FIVE 33% **Issue 20** Graphically confusing basketball sim with few good points.
DRAGON'S LAIR 79% **Issue 3** Some of the best Game Boy graphics you'll ever see. Hard but playable.
DR FRANKEN 91% **Issue 5** Beautiful platform adventure with detailed graphics. Flippin' brilliant!
DR FRANKEN 2 89% **Issue 20** Huge platform adventure with great graphics, but spoiled by bad controls.
DR MARIO 64% **Issue 1** Forget Mario – this eventually gets pretty dull.
DROPZONE 79% **Issue 15** Loses summat on the 'Boy, but still a stiff challenge for shootin' freaks.
DUCK TALES 78% **Issue 2** A snazzy little collect 'em up with a tough challenge and good control.
DYNABLASTER 93% **Issue 2** With four games in one cart this offers terrific value for money.
EDD THE DUCK 80% **Issue 21** Standard platform game, but a very playable and good-looking one.
EMPIRE STRIKES BACK 88% **Issue 17** Not as classy as Star Wars but still a challenging platform blast.
F1 RACE 88% **Issue 1** Loads of courses, four-player link-up and fast graphics make this a corker.
F-15 STRIKE EAGLE 78% **Issue 15** Frantic seat-of-the-pants combat, but not enough depth or variety.
FACEBALL 2000 93% **Issue 5** Graphics you could frame and addiction you could bottle. Essential!
FERRARI GRAND PRIX CHALLENGE 63% **Issue 11** All the usual racing stuff but offers nothing new.
FIREFIGHTER % **Issue 21** Tough, frantic and original platformer. Dodgy graphics, but the action makes up for that.
THE FLASH 74% **Issue 17** Not much action, but this platfomer is enjoyable and challenging.
THE FLINTSTONES 53% **Issue 18** This cartoony platformer is very neat, but it's got one flaw – it's too easy.
FOOTBALL INTERNATIONAL 70% **Issue 8** A second-division game. With only one player it gets dull very quickly.
FORTIFIED ZONE 68% **Issue 4** With only four short levels this mazey blaster won't entertain for long.
FORTRESS OF FEAR 84% **Issue 2** A platform collect 'em up with good gameplay but no passwords.
GARGOYLE'S QUEST 76% **Issue 3** Variety, challenge and good looks. This needs brainpower *and* reflexes.
GAUNTLET 2 41% **Issue 3** A faithful conversion, but it's a bit of a pain on the small screen.
GEORGE FOREMAN'S KO BOXING 20% **Issue 14** What can we say? Er... 'Don't buy it!'
GHOSTBUSTERS 2 85% **Issue 4** Slick gameplay, and cohtrolling two characters at once makes it different.
GOLF 92% **Issue 1** Everything you could ask for is here, including two-player link and battery.
GREMLINS 2 82% **Issue 2** Great graphics and fun gameplay. Tough but well worth the aggro.
HAL WRESTLING 28% **Issue 10** A truly crap wrestling game. You can't even tell the players apart.
HARMONY 69% **Issue 11** A tough game, with original puzzling gameplay. Maybe a bit *too* hard.
HIT THE ICE 50% **Issue 13** At first this ice hockey sim seems okay, but after a while it's deathly dull.
HOME ALONE 38% **Issue 4** Wander around an empty house and bash a burglar every half hour. Dull.
HOME ALONE 2 57% **Issue 16** Slightly better than the SNES game, but far too easy. Hardly a 'must buy'.
HOOK 88% **Issue 6** Fast, smooth graphics and excellent gameplay. Loads of fun.
HUDSON HAWK 35% **Issue 10** Looks nice, but the boring gameplay won't last for more than an hour.
HUNT FOR RED OCTOBER 40% **Issue 5** Loads of levels which look the same but not much like the film.
HYPER LODE RUNNER 84% **Issue 2** Classically simple platformer. Sad graphics but huge playability.
ISHIDO 68% **Issue 5** Fun to begin with, but not enough variety to last .
JOE 'N' MAC 75% **Issue 14** If you're after some raw challenge, this little monster will keep you going.
JORDAN VS BIRD 71% **Issue 11** Three-in-one basketball sim which is sometimes annoying but usually fun.
KID DRACULA 80% **Issue 18** Cute platformer aimed at a younger market but still worthwhile for oldies.
KID ICARUS 68% **Issue 11** An engaging little platformer, but it's all a bit samey. You'll soon get bored.
KILLER TOMATOES 79% **Issue 9** A silly scenario but quite a fab game. Big levels and oodles of action.
KING OF THE ZOO 87% **Issue 1** Entertaining ball-rolling bash 'em up. Cute looks and masses of playability.
KIRBY'S DREAMLAND 39% **Issue 12** An original idea, and it looks pretty, but it's far too easy. Shame.
KRUSTY'S FUN HOUSE 84% **Issue 13** A well-done puzzler with simple design but tons of gameplay.
KWIRK 78% **Issue 1** Fiendishly hard puzzler, but so playable you'll be battling for ages.
LETHAL WEAPON 41% **Issue 18** A beat 'em up with poor control and boring action. More like Water Pistol.
LEMMINGS 90% **Issue 14** The graphics are a bit dodgy but this is still as fun and addictive as ever.
THE LITTLE MERMAID 45% **Issue 17** This swimmy game is too easy and too cute for all but the youngest players.
LOONY TUNES 80% **Issue 13** Annoying scrolling levels, but brilliant animation and great action.
McDONALDLAND 66% **Issue 14** Fun for a while, but frustrating in the long run and desperately unoriginal.
MARBLE MADNESS 31% **Issue 4** Graphically great and very playable, but it's too small and too dated.
MARIO AND YOSHI 80% **Issue 15** Fantastically simple, but guaranteed to draw you in and not let you go.
MAX 57% **Issue 14** An average platformer with some nice ideas but disappointing graphics.
MEGA MAN 3 83% **Issue 16** A challenging blast which is nothing new but still addictive and fun.
MERCENARY FORCE 54% **Issue 9** Tough, different but ultimately tedious scrolly lefty-righty game.
METROID 2 66% **Issue 8** Too big, empty and bland. Not enough action.
MICKEY MOUSE/BUGS BUNNY 2 80% **Issue 14** Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.
MICKEY'S DANGEROUS CHASE 38% **Issue 9** A non-eventful, sad excuse for a platformer.
MINER 2049ER 25% **Issue 18** Primary-school graphics and probably the worst gameplay ever on the GB.
MISSILE COMMAND 49% **Issue 7** Poor control method and lame visuals mean this falls short of the target.
MORTAL KOMBAT 59% **Issue 21** Nice try, but falls down due to the animation and controls.
MOTOCROSS MANIACS 91% **Issue 6** Fast 'n' furious action makes this race 'em up totally addictive.
MOUSETRAP HOTEL 47% **Issue 13** Sad platformer with an uncontrollable character and repetitive gameplay.

DRAKKEN 64% **(Issue 14)**
Here we have an RPG in which you have control over four characters. It doesn't work, though, because it's too fiddly.

MUSYA
59% **(Issue 8)**
It's unlikely that this game's gonna be available on official release, mainly because it's not very good.

A guide to Game Boy adventure games

DR FRANKEN1 91% **(Issue 5)**
If it's a moody adventure you're after, look no further than this game. It's big and, um, it's good!

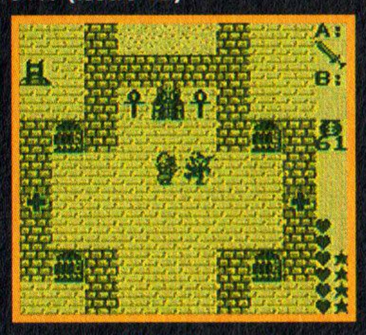
BATTLE OF OLYMPUS
90% **(Issue 19)**
NES owners were tortured with this game, and now it's GBers' turn. WARNING: Battle Of Olympus is a complete git!

DR FRANKEN 2 89% **(Issue 20)**



About five times the size of the original – and all for under 25 quid. Graphics and gameplay aren't quite up to the first one's standard, though.

ULTIMA
84% **(Issue 12)**

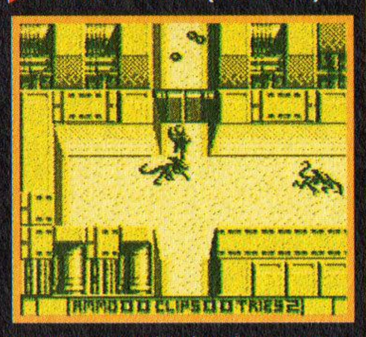


Death by RPG! This one's bigger than something, er, really big. You might suffer problems with dying frequently while playing.

FORTRESS OF FEAR
84% **(Issue 2)**
Boy oh boy, this is getting a bit dated now. The gameplay is still top-notch, though, and you should be able to pick it up cheap as well.

PRINCE OF PERSIA
83% **(Issue 8)**
Once again, the Prince comes up trumps. This game is well-designed, well-animated and good-looking. With a little bit more content it would have been perfect.

ALIEN³ 83% **(Issue 17)**



Don't judge this by the movie! This is actually a good licence, which has very little to do with the film. Good job, really.

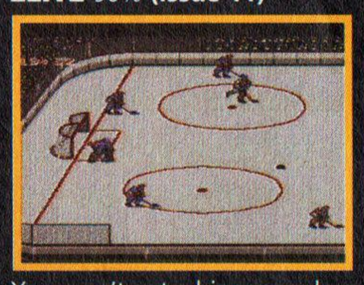
MYSTERIUM
79% **(Issue 11)**
Hmm. We've got a strange mix here, but it works quite well. It's a sort of mazey adventure with a bit of shootin' to boot.

DUCK TALES
78% **(Issue 2)**
This collect 'em up adventure in which you're armed with a bouncy pogo stick will test your arcade skills to the limit.

GARGOYLE'S QUEST
76% **(Issue 3)**
Another old one that you should be able to pick up for under 20 quid. Pretty good for its age.

A guide to NES adventure games

ELITE 96% **(Issue 11)**



You won't get a bigger explore 'em up than this. It may take place in space, but it's full of adventure.

BATTLE OF OLYMPUS
92% **(Issue 1)**
B Of O will drive you completely mad, but if you're a grade A loon already you'll enjoy its immense challenge.

FANTASTIC ADVENTURES OF DIZZY 90% **(Issue 12)**
A superb RPG in which you play a rolly-polly egg-type chap called Dizzy. It's a lot of fun, but tough in the extreme.

FAXANADU
88% **(Issue 13)**



The chances are that you'll only be able to find this game on back catalogues now. But if you can dig it out you'll find that it provides a lot of game for your money.

Chris in cuddly capers

We're not saying our Chris is strange, but he did get into a bit of a scrape at the last Toy Fair.

We were all busy ogling at StarFox and it was a couple of hours before we found out from a security guard that Chris had been given a sedative and was sleeping it off in the courtesy lounge.

Apparently he turned nasty when the guards told him not to kiss the cuddly toys. To make matters worse, he then picked a fight with the 50-foot-high inflatable Mario, before a vet administered the sedative. Makes you wonder what they teach people at university nowadays.



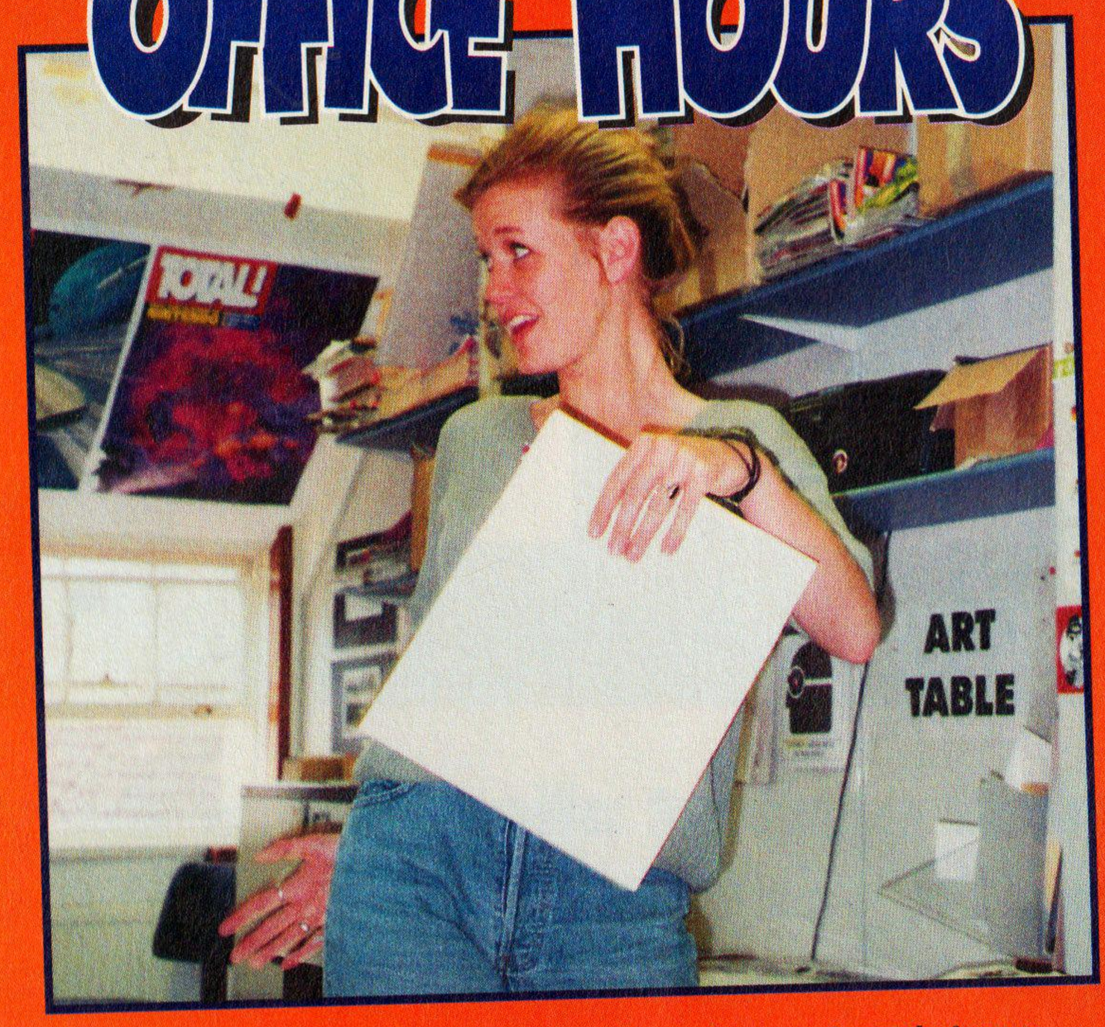
MR DO 80% **Issue 10** Nigh-perfect conversion of the highly addictive and cerebral maze-muncher.
MYSTERIUM 79% **Issue 11** Adventure-cum-maze game with added shooting which works well.
NAIL 'N' SCALE 32% Issue 10 A tedious puzzle game which is more annoying than challenging.
NAVY SEALS 79% **Issue 2** Run-along-and-shoot 'em up with good blasting gameplay.
NBA BASKETBALL 35% **Issue 20** Nobby basketball sim that's unlikely to thrill even hardened fans.
NEMESIS 92% Issue 2 If you like classy blasters then add this one to your collection immediately.
NEMESIS 2 93% Issue 12 Just as brilliant as its predecessor. Tough but intensely playable.
NINTENDO WORLD CUP 64% **Issue 1** More oddball than football. This game looks interesting, but sadly, lacks excitement.
OTHELLO 92% Issue 2 Wipes the dust off the ancient board game and brings it bang up to date.
PACMAN 51% **Issue 7** Basic gameplay, fiddly control. Showing its age.
PAPERBOY 77% **Issue 3** This game gets a lot of fans. Dunno why – it's as dull as the Sunday Times.
PAPERBOY 2 50% **Issue 10** Virtually identical to the first game and just as lame.
PARASOL STARS 92% Issue 11 Don't let the cute looks fool you – this arcader's tough and very playable.
PARODIUS 83% **Issue 10** A standard shooter at heart, but it looks fab and is plenty of fun.
PIT FIGHTER 27% **Issue 10** This has a massive five opponents and a grand total of three fighters. Hmm.
POPEYE 2 82% **Issue 15** Honest little platformer with no frills but fast graphics and good gameplay.
POPULOUS 70% **Issue 19** A good attempt, but too awkward and too complex for the 'Boy.
POP-UP 61% **Issue 14** Basic, five-minutes-at-a-time puzzle game, but jolly enough in its own way.
POWERPAWS 34% **Issue 20** Unoriginal and easy puzzle game with lots of tedious block-shifting antics.
PRINCE OF PERSIA 83% **Issue 8** A bit superficial, but well-designed, nice-looking and great fun to play.
PRINCE VALIANT 71% **Issue 14** An absorbing and playable bash 'em up. Best by far as a head-to-head.
PROBOTECTOR 92% Issue 8 Would-be Arnies won't find a better blaster on the Game Boy than this.
PROPHECY 51% **Issue 11** Big and varied platform game, but it's too tough and the action's patchy.
THE PUNISHER 49% **Issue 14** Similar to Operation Wolf but too repetitive and too annoying.
Q*BERT 80% **Issue 7** Just another platform puzzler, but the gameplay is timeless and addictive.
QIX 81% **Issue 3** Guide a ship around, filling the screen as you go. Weird but worth a look.
RAGING FIGHTER 52% **Issue 20** Beat 'em up with nice big sprites but dull action and not enough moves.
RACE DRIVIN' 88% **Issue 19** Forget the dire Super NES game – this is one of the best GB racers ever!
RADAR MISSION 53% **Issue 3** This is just like that old pen 'n' paper war game, Battleships. Hmm.
THE REN AND STUMPY SHOW 30% **Issue 19** You'd have to be really stupid to buy this game!
THE RESCUE OF PRINCESS BLOBETTE 55% **Issue 2** Same old aimless wandering as the NES version, and just as dull.
REVENGE OF THE 'GATOR 85% Issue 1 Ace pinball sim with smooth graphics and fab arcade features.
ROBOCOD 60% **Issue 19** Better than both the Super NES and Game Boy versions, but still lacks content.
ROBOCOP 74% **Issue 1** Entertaining and challenging enough, but too slow to be brilliant.
ROBOCOP 2 86% Issue 10 Unoriginal, but it's got nice graphics, great tunes and nifty sub-games.
ROBIN HOOD 74% **Issue 15** Great graphics and lots of slashy bits, but if you don't like RPGs, forget it.
RODLAND 90% **Issue 19** Simple design but fun and engrossing platform gameplay.
R-TYPE 86% Issue 1 A classic shoot 'em up. Plenty of frantic blasting.
R-TYPE II 68% **Issue 14** A smart version which is technically even better then its predecessor.
SIDE POCKET 59% **Issue 1** This pool game's okay with two players but is otherwise disappointing.
SKATE OR DIE (BAD 'N' RAD) 76% **Issue 2** Sufficiently different to the NES original to be quite fab.
SNEAKY SNAKES 58% **Issue 4** The GB version of NES Snake, Rattle 'n' Roll, but it's only 2D and a bit dull.
SNOOPY'S MAGIC SHOW 71% **Issue 6** With simple graphics, this is great on the move. Too easy, though.
SOCCER MANIA 13% **Issue 11** A very sad soccer sim, with appalling control and indistinguishable players.
SOLAR STRIKER 72% **Issue 1** A playable top-to-bottom shooter, but let down by crude visuals.
SOLOMON'S CLUB 93% Issue 7 Stunning puzzle game which brain-boxes and arcade fans alike will enjoy.
SPEEDBALL 2 51% **Issue 16** A poor version of the classic game. It's too slow and the targets are unclear.
SPIDER-MAN II 69% **Issue 9** A playable little platformer, but not really of superhero proportions.
SPIDER-MAN III 70% **Issue 19** Dull platform blaster which looks unoriginal and plays badly.
SPLITZ 83% **Issue 20** Bored with Tetris? Then get this. It's the most addictive puzzler for a long time.
SPOT: THE COOL ADVENTURE 66% **Issue 18** Have you ever played McDonaldland? Well, this is *exactly* the same, i.e. very average.
STARHAWK 65% **Issue 19** Same blasting formula as Nemesis, but with nowhere near the same excitement.
STAR SAVER 34% **Issue 7** A tedious game with weedy visuals and formulaic gameplay.
STAR TREK 57% **Issue 10** This has loads of levels and nice graphics, but the gameplay's lame.
STAR WARS 80% **Issue 12** Exact copy of NES shooter. Big and tough.
SUPER HUNCHBACK 90% Issue 7 Brilliantly animated platformer with dreamy gameplay and loads of extras.
SUPER KICK OFF 77% **Issue 6** Quite simply the best footy game available for the Game Boy.
SWAMP THING 21% **Issue 14** Poor excuse for a platformer, despite its environmental message.
SUPER MARIO LAND 94% Issue 1 A cracking play, with all the class of its full-size counterparts.
SUPER MARIO LAND 2 70% **Issue 12** This has all the usual Mario stuff, but it's not really up to scratch.
SUPER OFF ROAD 16% **Issue 13** Even weaker than the SNES game. Slow, uncontrollable and frustrating.
SUPER RC PRO-AM 87% Issue 1 Great fun for four players but gets tiresome if you're on your own.
TAIL 'GATOR 86% Issue 11 A brilliant little arcade platformer. The levels are varied and it looks ace.
TALE SPIN 63% **Issue 18** A shoot 'em up featuring Baloo the bear. Fun for a while but soon gets boring.
TENNIS 90% Issue 1 Superb control and perfect graphics. You'll never pick up a racquet again!
T2: THE ARCADE GAME 71% **Issue 13** If you can ignore the sameyness you'll love the action-packed mayhem here.
TERMINATOR 2 80% **Issue 3** A neat game with spiffy graphics and all the best bits from the film.
TINY TOON ADVENTURES 89% Issue 9 Some of the cutest graphics you'll ever see on the Game Boy. A very playable platformer.
TIP OFF 78% **Issue 13** A basketball sim not that original but does the job.
TITUS THE FOX 71% **Issue 16** An average platformer, but the two-player link-up option is nice.
TOP GUN: GUTS AND GLORY 60% **Issue 15** Easy to learn, with loads of missions but poor air combat.
TOP RANKING TENNIS 92% **Issue 21** Not as jolly as GB Tennis, but has the edge in terms of gameplay.
TRACK AND FIELD 64% **Issue 20** Decent version of the classic athletics sim, but only for button-bashing fans.
TRACK MEET 64% **Issue 9** Well-designed athletics sim which has nothing new to offer but is still fun.
TRAX 32% **Issue 10** A blaster with almost no action. Sad.
TUMBLEPOP 30% **Issue 20** Dull platformer with a dodgy storyline. Get Rodland instead.
TURN AND BURN 80% **Issue 15** A feature-packed, realistic flight sim, with clean and detailed graphics.
TURRICAN 79% **Issue 5** Massive and very challenging shoot 'em up. Almost as slick as on the NES.
TURTLES: FALL OF THE FOOT CLAN 91% Issue 1 A great beat 'em up, especially if you're a Turtles fan.
TURTLES 2: BACK FROM THE SEWERS 84% **Issue 6** A fine sequel to the first game, with more variety and a tougher mission.
ULTIMA 84% **Issue 12** It's a bit too easy to die, but this is a huge RPG which you'll want to finish.
WAVE RACE 70% **Issue 16** Not the best racer ever, but the addition of water makes it interesting.
WORDTRIS 44% **Issue 16** A poor imitation of Tetris, but with words.
WORLD CIRCUIT SERIES 75% **Issue 9** A good, playable racing sim. The F1 tracks are fiendishly hard.
WWF SUPERSTARS 49% **Issue 4** Beautiful graphics and heaps of neat moves, but it's far too easy.
WWF SUPERSTARS II 44% **Issue 11** This has nothing new and is ridiculously uncontrollable.
XENON 2 69% **Issue 13** A polished conversion of a classic shooter, but it's looking dated now.
ZEN: INTERGALACTIC NINJA 63% **Issue 19** A horizontally scrolling beat 'em up with nice graphics and okay sounds but iffy gameplay.

NES

4-PLAYER TENNIS 52% **Issue 10** A few new ideas, but ruined by bad controls and awful collision detection.
A BOY AND HIS BLOB 55% **Issue 2** Original, with nice backdrops, but too slow and lacks action.
ACTION IN NEW YORK 69% **Issue 12** A tasty blaster, similar to Probotector but with only five levels.
ADDAMS FAMILY 55% **Issue 7** Playable at first, but marred by poor collision detection and too-easy levels.
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74% **Issue 18** Much more playable than the first game, but still not tough enough.
ADVENTURE ISLAND II 57% **Issue 9** Loads of levels, but too simplistic and needs more going on.
ATF STEALTH 21% **Issue 17** A flight sim with very little variety and nothing noteworthy. Monotonous.
BAD DUDES 39% **Issue 13** Yes, a *bad* beat 'em up – bad sounds, bad animation and bad gameplay.
BARBIE 19% **Issue 20** Even Barbie fans will get no enjoyment from this. Absolutely appalling stuff.
BART VS. THE WORLD 67% **Issue 8** A tough platformer with five massive levels and lovely backdrops.
BARTMAN VS. RADIOACTIVE MAN 67% **Issue 18** Lots of variety and a huge challenge, but too frustrating in the long run.
BATMAN 81% Issue 1 A tough platformer with five massive levels and lovely backdrops. A must.
BATMAN RETURNS 48% **Issue 15** A run-of-the-mill platformer that lacks inspiration and imagination.
BATMAN: RETURN OF THE JOKER 64% **Issue 12** Luscious graphics and lots of variety, but it's sluggish and unresponsive.
BATTLETOADS 92% Issue 11 Tough, amazing-looking arcader that sets new standards for the NES.
BATTLE OF OLYMPUS 92% Issue 1 A truly engrossing and highly playable quest with lots to discover.
BAYOU BILLY 22% **Issue 4** An awful mixture of ripped off game styles. The worst Zapper game ever.
BIONIC COMMANDO 63% **Issue 13** Not awful, but hasn't got the playability of the arcade original.
BLADES OF STEEL 81% **Issue 3** A highly playable ice hockey sim which will keep you going for months.
BLASTER MASTER 71% **Issue 6** Neat graphics and lots of exploring, but no passwords and it goes on a bit.
BLUES BROTHERS 30% **Issue 12** Tough, mazey platformer with big, varied levels, but its looks let it down.
BLUE SHADOW 74% **Issue 4** A slick platform hack 'em up. Great backdrops and varied enemies.
BOULDERDASH 90% Issue 1 Addictive and challenging diamond-collecting, boulder-dodging action.
BUBBLE BOBBLE 80% Issue 1 Frantic, addictive platform action. An almost perfect arcade conversion.
THE BUGS BUNNY BIRTHDAY BLOWOUT 31% **Issue 4** Jerky scrolling, crap graphics and repetitive levels. Oh dear.
BUCKY O'HARE 86% Issue 16 The difficulty level's a bit patchy, but it's a huge, great-looking platformer.
BURAI FIGHTER 77% **Issue 16** A solid blaster with a good mix of mindless blasting and tactical play.
CAPTAIN PLANET 70% **Issue 3** A scrolling shoot 'em up with brilliant animation and a varied challenge.
CAPTAIN SKYHAWK 83% **Issue 1** A superb blast 'em up with smooth graphics and frantic action.
CASTELIAN 71% **Issue 8** Frustrating but enjoyable climb 'em up. Difficult yet compulsive.
CASTLEVANIA 71% **Issue 7** A big, fun game, although you may find the gameplay a little repetitive.
CASTLEVANIA II 61% **Issue 7** More adventurey than the first game, but still pretty repetitive.
CASTLEVANIA III 80% **Issue 7** The best of the Castlevania series. A meaty beat 'em up with lots of action.
CAVEMAN NINJA 67% **Issue 4** Looks good but plays bad. Repetitive and badly structured.
CHIP 'N' DALE RESCUE RANGERS 81% **Issue 4** Great graphics, gameplay and fun, if a bit too easy.
COOL WORLD 33% **Issue 18** The film was bad enough, but this platformer is crap in the extreme.
CRASH DUMMIES 71% **Issue 19** Nice graphics, but the action is unimpressive and the big levels are a drag.
CRACKOUT 22% **Issue 8** Classic Breakout style, but bad design and stupid additions make it tedious.
DAYS OF THUNDER 61% **Issue 13** Clever view of the track, but all the races are very boring.
DEFENDER OF THE CROWN 71% **Issue 1** A complex quest which looks interesting but doesn't quite work.
DEFENDERS OF DYNATRON CITY 37% **Issue 12** Basic, boring and cruddy all round.
DIE HARD 78% **Issue 7** Looks tatty, but there's a neat game inside. Realistic and engrossing.
DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% **Issue 1** Colourful graphics and slick animation, but it's deathly dull.
DISNEY'S ADVENTURES 44% **Issue 10** A collection of five badly done sub-games. Basic and glitchy.
DIZZY 90% Issue 12 Massive, good-looking arcade adventure. Lots of variety, lots of challenge.
DRAGON'S LAIR 83% **Issue 3** A bit straightforward, but intriguing puzzles and amazing animation.
DONKEY KONG 40% **Issue 5** Two ancient platform games which are showing their age a bit now.
DOUBLE DRAGON II 43% **Issue 14** More dull beat 'em up 'action' from the duff Double Dragon team.
DOUBLE DRAGON III 36% **Issue 11** It's tough, but you'll get bored before you finish it. Repetitive.
DOUBLE DRIBBLE 67% **Issue 17** Simple basketball sim that is enjoyable enough but lacks variety. Strictly for fans of the sport.
DROPZONE 90% Issue 14 An oldie, but it's a frantic megablast and ideal for a swift pick up 'n' play.
DUCK HUNT 43% **Issue 4** A mildly entertaining Zapper game. Okay if it's free with the Action Set but don't buy it separately.
DUCK TALES 69% **Issue 2** Unoriginal but playable, with good animation and groovy characters.
DYNABLASTER 90% Issue 13 Probably the best multi-player game ever invented – simply unmissable!
ELIMINATOR BOAT DUEL 56% **Issue 17** Two-player racer which is fun for a while but ultimately boring.
ELITE 96% Issue 11 This shooting explore 'em up is old but ace. Huge, absorbing and tough.
EMPIRE STRIKES BACK 85% Issue 12 Just a platformer at heart, but it's big, good-looking and fun.
FAXANADU 88% Issue 13 Zelda-type adventure full of little puzzles. Great to look at and play.
F-15 STRIKE EAGLE 56% **Issue 9** An above-average flight sim, but the graphics and sound are unspectacular.
FERRARI GRAND PRIX CHALLENGE 61% **Issue 9** Some nice ideas, but the awkward controls make it too unplayable.
THE FLINTSTONES 46% **Issue 10** Lovely graphics, but finnicky gameplay makes it too frustrating.
GALAXY 5000 52% **Issue 7** Futuristic race and blast 'em up which is absorbing but too hard to control.
GAUNTLET II 88% Issue 1 Smooth scrolling and over 100 levels. An almost perfect conversion of the arcade game.
GEORGE FOREMAN'S KO BOXING 51% **Issue 15** Looks old and doesn't have enough oomph to compete. Very basic stuff.
GHOSTBUSTERS II 52% **Issue 5** Some decent graphics and varied opponents, but it's far too easy.
GHOSTS 'N' GOBLINS 58% **Issue 20** More of an endurance test than a game of skill. Leave well alone.
GOAL! 39% **Issue 1** Lousy graphics, confusing gameplay and slow action.
GODZILLA 10% **Issue 8** How shall we describe this? Ah yes. Crap, crap, crap, crap, crap. And crap.
GOLF 70% **Issue 21** Crude and conventional sim which is easy to play and good for a laugh.
GREMLINS II 73% **Issue 5** Challenging platform shoot 'em up. Graphics are great, gameplay less so.
GUMSHOE 75% **Issue 4** More like a Mario game than a Zapper one. Fun, but a bit *too* weird.
HAMMERIN' HARRY 58% **Issue 14** Looks nice and plays well, but it's unoriginal and far too easy.
HIGH SPEED 47% **Issue 8** A pinball game with messy visuals and frustrating gameplay. Very limited.
HOGAN'S ALLEY 64% **Issue 4** Point 'n' shoot action which is fairly entertaining but lacks variety.
HOME ALONE 61% **Issue 16** Looks a real dud at first, but once you get into it you'll find it's quite fun.
HOOK 84% **Issue 6** A neat movie licence, with sweet gameplay and bright, clear graphics.

HUNT FOR RED OCTOBER 32% **Issue 7** This waterlogged shoot 'em up gives you lots of weapons, but it's too slow and uneventful.
IKARI WARRIORS 59% **Issue 20** Tough shoot 'em up which is too badly designed to be any fun.
IRON SWORD 79% **Issue 13** Aka Wizards & Warriors 2, this has great animation but is frustrating.
ISOLATED WARRIOR 72% **Issue 1** Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit.
IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD 54% **Issue 1** Far too easy, but this dirt-track racer is still great fun with friends.
JACK NICKLAUS GOLF 57% **Issue 4** Detailed views and loads of features, but it's too inaccurate.
JACKIE CHAN ACTION KUNG FU 60% **Issue 7** Smooth and smart-looking, but the action is too simplistic.
JAMES BOND JR. 79% **Issue 17** Nice graphics and a huge game area, but it's not challenging enough.
KABUKI QUANTUM FIGHTER 71% **Issue 13** Nifty graphics, but the levels are badly designed and it's all rather average.
KICKLE CUBICLE 62% **Issue 4** This novel puzzler has great graphics and sound but it's a bit easy.
KICK OFF 93% Issue 4 Playable, challenging and fast. This really is a remarkable game.
KONAMI HYPER SOCCER 83% **Issue 6** Fast and fun, with a good two-player game, but it's a bit easy.
KUNG FU 36% **Issue 13** Tedious beat 'em up with naff controls and lots of walking along.
LEMMINGS 85% Issue 11 The world's most sadistic puzzler hits the NES, and it's as addictive as ever.
LETHAL WEAPON 50% **Issue 18** Bad animation and clumsy gameplay. Real second-rate stuff.
LIFE FORCE SALAMANDER 84% Issue 21 Lovely scrolling shoot 'em up which is really fast and frantic.
LITTLE NEMO 77% **Issue 8** This fun cartoony arcade adventure may be cute, but it's as hard as nails!
LOLO 65% **Issue 8** A decent, challenging puzzler, but it lacks character and is a bit colourless.
LOW G MAN 94% Issue 2 Huge, playable and ingenious, with vast levels and beautiful graphics.
MANIAC MANSION 83% **Issue 3** Fun graphics and ingenious puzzles make this a playable adventure.
MARBLE MADNESS 56% **Issue 2** An excellent graphic conversion, but with only six levels it's too simple.
MARIO AND YOSHI 66% **Issue 15** A decent enough puzzler, but it lacks that all-important addictive edge.
MAXIVISION 15 27% **Issue 10** What a load of rubbish! There are 15 games here and they're all crap.
McDONALDLAND 77% **Issue 13** Not a particularly original platformer, but it looks okay and is quite playable.
MEGA MAN 68% **Issue 6** An extremely tough platform shooter, with no password system. Beware!
MEGA MAN 2 83% **Issue 6** Not as tough as Mega Man, and better all round. Bright and funny.
MEGA MAN 3 87% Issue 10 The best of the lot – tough gameplay, smooth graphics and lots of baddies.
METROID 66% **Issue 20** A big platform arcade romp that would last you a good while if it wasn't so dull.
MICRO MACHINES 92% Issue 9 This mini racer's fast and fun, with realistic gameplay and brill handling.
MIG 29 70% **Issue 21** Challenging cart with two game styles. Fairly fun but too limited.
MISSION IMPOSSIBLE 79% **Issue 4** There's lots of fun to be had with this spy sim if you persevere.
MONSTER IN MY POCKET 69% **Issue 15** It's got the looks, it's got the gameplay, but where's the challenge?
NES OPEN GOLF 86% Issue 10 Doesn't break any new ground, but manages to be both fun *and* realistic.
NEW ZEALAND STORY 93% Issue 5 A stunning arcade conversion from Ocean. Blinkin' fab!
NOAH'S ARK 86% Issue 16 Non-stop action, huge levels and loads of monsters. Superb platform shooter.
NORTH AND SOUTH 74% **Issue 12** Patchy graphics, but this Civil War game is varied and enjoyable.
OPERATION WOLF 36% **Issue 10** A crap lightgun game which is irritating as well as boring.
PAPERBOY 2 50% **Issue 14** Unoriginal, uncontrollable and badly programmed. Oh, and boring.
PARASOL STARS 91% **Issue 13** Cute, addictive and tough. This great platformer will soon get you hooked.
PIRATES 85% Issue 16 Atmospheric strategy game that will keep you playing for ages.
POWER BLADE 49% **Issue 2** Rip-roaring sound effects and impressive beasties, but it's a bit of a doddle.
PRINCE OF PERSIA 35% **Issue 15** Shoddy animation and awkward controls. Looks very dated now.
PRINCE VALIANT 59% **Issue 14** Mildly engaging for a while, but ultimately too primitive and awkward.
PROBOTECTOR 85% Issue 4 The NES version of the classic Contra. A frantic and challenging shooter.
PROBOTECTOR II 91% Issue 14 A superb shoot 'em up which is tough, action-packed, and great-looking.
PUNCH OUT 74% **Issue 11** One of the better NES boxing sims, but too basic and simple.
RAD GRAVITY 74% **Issue 14** Looks a bit drab, but it's an intriguing platformer with loads of variety.
RAD RACER 66% **Issue 9** Not bad, but spoiled by average graphics and repetitive gameplay.
RAINBOW ISLANDS 92%Issue 5 Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff!
RESCUE: THE EMBASSY MISSION 48% **Issue 5** Sniping, abseiling and lots of tip-toeing, but boy, is it dull.
RC PRO-AM 62% **Issue 15** A weird game which plays really well but lacks depth.
RC PRO-AM II 76% **Issue 17** A racer which can be fun for four players but doesn't involve much skill.
ROAD FIGHTER 44% **Issue 6** Addictive and fun, but looks awful and is far too primitive.
ROBIN HOOD 63% **Issue 14** An RPG-type explore 'em up with minor puzzles and major flicker.
ROBOCOD 56% **Issue 20** One of the better versions, but still far too shallow and too easy.
ROBOCOP 66% **Issue 2** A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.
ROBOCOP 2 79% **Issue 10** A brilliant platform shooter, but with infinite continues it's far too easy.
ROBOCOP 3 88% Issue 13 A tough but intelligent game – brute force is *not* a good tactic here!
ROLLER GAMES 72% **Issue 2** A good mixture of jumping and punching. Not brilliant, but fun.
RYGAR 79% **Issue 20** Huge, playable and action-packed arcade platformer, but could be too easy.
SHADOWGATE 74% **Issue 2** Taxing puzzles and plenty of places to visit. It's a shame you keep dying.
SHADOW WARRIORS 47% **Issue 3** Huge levels and varied graphics, but frustrating and awkward to control.
SILENT SERVICE 75% **Issue 18** A good conversion of a fab strategic sim, but not quite right for the NES.

OFFICE HOURS



Life in the TOTAL office, #11. 'Look how big my bum is,' says Vicky, TOTAL's art editor. (We can say what we like about her now cos she's leaving to join Sega Power!)

THE SIMPSONS: BART VS. THE SPACE MUTANTS 75% **Issue 18** Lots of humour, but it's tough and there are no passwords.
SKATE OR DIE 52% **Issue 1** This has five sub-games, but none is very good and some really stink.
SKI OR DIE 53% **Issue 2** Just like Skate Or Die – with more white in it.
SNAKE, RATTLE 'N' ROLL 90% Issue 1 A cracking 3D scrolling collect 'em up. Pretty graphics and two-player action.
SNAKE'S REVENGE 44% **Issue 6** Quite fun to begin with but gets mighty dull after a while.
SMASH TV 82% Issue 3 Lots of baddies make this a frantic blaster, but it's a bit too repetitive.
SOLAR JETMAN: HUNT FOR THE GOLDEN WARPSHIP 92% Issue 1 This shooting explore 'em up is one of the best of its kind.
SOLOMON'S KEY 89% Issue 21 Classic platform puzzler with detailed, colourful graphics and 50 fiendish puzzle screens. Brilliant.
SOLSTICE 90% Issue 1 Gob-smacking graphics and slick gameplay make this vast 3D adventure well worth playing through to the end.
SPIDER-MAN: RETURN OF THE SINISTER SIX 67% **Issue 15** Not very fast, frantic or, er, frilling. There are loads of better platformers.
STREET GANGS 61% **Issue 12** An odd-looking and unspectacular beat 'em up with a few good touches.
SUPER ADVENTURE QUESTS 69% **Issue 19** Four games in one, but only one of them is any good.
SUPER MARIO BROS. 2 79% **Issue 5** More varied than the first Mario game but not as good as SMB3.
SUPER MARIO BROS. 3 98% Issue 1 The most stunning platform game your NES will ever see !
SUPER SPORTS CHALLENGE 63% **Issue 17** Good-value four-in-one sports game. Basic, but fun for two players.
SWORDS & SERPENTS 82% **Issue 2** Bland scenery, but the animation and action make up for it.
SWORD MASTER 22% **Issue 7** Probable the most boring NES game ever. Indescribably dreary.
TALE SPIN 59% **Issue 14** Cute and colourful graphics, but it's too fiddly.
TERMINATOR 2 74% **Issue 3** A spiffy little game-of-the-film. Good platform beat 'em up action.
TIME LORD 43% **Issue 1** Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.
TINY TOON ADVENTURES 88% Issue 9 Brilliant conversion – even more fun than watching the cartoons.
TO THE EARTH 82% **Issue 4** A proper 3D shoot 'em up, but with a Zapper. The best lightgun game out.
TOM AND JERRY 67% **Issue 11** An ordinary and not very inspired platformer. (And where's Tom?)
TOP GUN 69% **Issue 14** Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long.
TOP GUN: THE SECOND MISSION 66% **Issue 1** Amazingly fast visuals, but too hard to be much fun.
TOTALLY RAD 54% **Issue 8** Original and nice-looking, but the difficulty structure is badly designed.
TRACK AND FIELD II 54% **Issue 9** Another complex button-bashing sports sim. For fans of the genre only.
TROG 67% **Issue 3** Looks great and plays well, but it's not difficult enough. Short-term fun only.
TROJAN 52% **Issue 21** Bog-standard scrolling beat 'em up with lots of baddies but few thrills.
TURBO RACING 81% **Issue 9** Nice-looking and smooth-playing. A bit simple, but it will last a while.
TURTLES 68% **Issue 13** Looks a bit cack, but this mixture of maps and bashing plays okay.
TURTLES 2 66% **Issue 6** Lots of action and a few nice touches, but too repetitive and slow-paced.
TURRICAN 77% **Issue 14** Platforms, guns, nasties – Turrican's got 'em all, but it's a bit tiresome.
ULTIMATE AIR COMBAT 82% **Issue 15** The best NES flight sim yet. This will test even the toughest flyers.
ULTIMATE STUNTMAN 90% Issue 21 Superb arcade romp full of basic but very playable little games.
WIZARDS AND WARRIORS III 76% **Issue 7** Dull to start with, but becomes intriguing and playable.
WWF WRESTLE MANIA 30% **Issue 6** Under the surface this game's a real lightweight, even for WWF fans.
WWF WRESTLE MANIA CHALLENGE 37% **Issue 1** Good graphics and impressive moves, but it lacks challenge or excitement.
WWF STEEL CAGE CHALLENGE 40% **Issue 13** Despite having all of wrestling's big names, this is very dull.
WRATH OF THE BLACK MANTA 42% **Issue 13** Good graphics, but it's unplayable – the hero dies too much!
THE LEGEND OF ZELDA 78% **Issue 2** A vast but do-able quest, and the task holds your interest. A classic.
ZELDA II: THE ADVENTURES OF LINK 82% **Issue 2** The graphics could be better, but there's plenty of action to keep you going.

The TOTAL horror-scopes

LIBRA
The light of love and romance shines on you once more. What a shame it's going to be weird and short-lived.

SAGITTARIUS
You're eager to find out what the future holds. But the problem is, I've never got anything right in the past, so why should I start now?

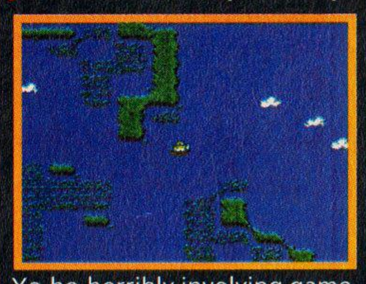
AQUARIUS
Things are on the up. Opportunities are opening up all over the place. Wait for the best offer, then tell someone to get stuffed!

SCORPIO
No one has ever successfully changed a Scorpio's mind – without suffering major bruising. Still, someone this month will try, and once again you'll clout 'em.

CAPRICORN
You should be all bright-eyed and bushy-tailed right now. Your new glasses and change of conditioner have worked wonders. Now all you need is someone to tap off with.

PISCES
This is a time of much uncertainty. But not to worry, there's about to be a planetary shake-up, and things always go higgledy-piggledy when this happens.

PIRATES 85% **(Issue 16)**



Yo-ho-horribly involving game, packed with strategy, that will have you hunting high and low – and somewhere in the middle as well.

MANIAC MANSION 83% **(Issue 3)**
Bizarre doesn't even come close when talking about this game. The graphics are fun, and the gameplay will sort the men from the boys.

ZELDA 2 82% **(Issue 2)**



Have a word with anyone who's played this game. If they're still capable of rational thought, they'll tell you how good it is.

ZELDA 1 78% **(Issue 2)**



Not quite up to the standard of the excellent second game in the Zelda series, but it's still tough enough to be a worthwhile buy if you get it at a budget price.

SUPER ADVENTURE QUESTS 69% **(Issue 19)**



Four games on one cart sounds like a pretty good deal, but the only one on the whole cart worth playing is the cut-down version of Dizzy. The rest of them are either mediocre or downright crap.

ROBIN HOOD 63% **(Issue 14)**



This game is strictly for hard-core RPG fans. The gameplay's fairly decent but the graphics let it down (on account of the tremendous flicker) so you'd have to be really keen to stick at it.

NEXT MONTH
A guide to shoot 'em ups on Super NES, Game Boy and NES! (We think.)

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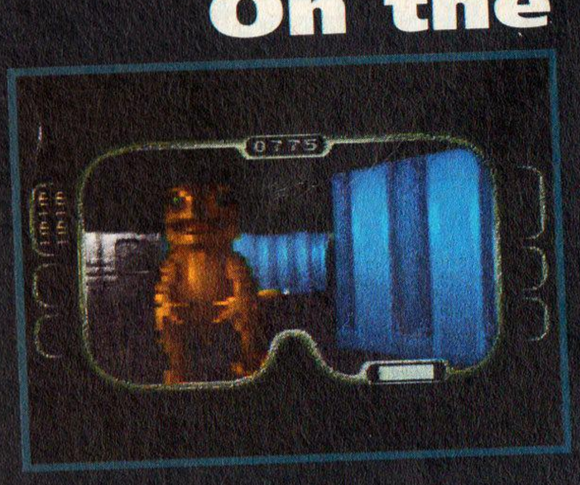
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Next month...

Now that you've absorbed all that, you'll have to clear out some space in your brain for next issue. Look what we've got lined up for you...

On the Super NES...



We'll take a look at Clayfighter, Yoshi's Safari, Super Putty and, the licence of the decade, Jurassic Park! Will the game be as good as the film? Find out soon!

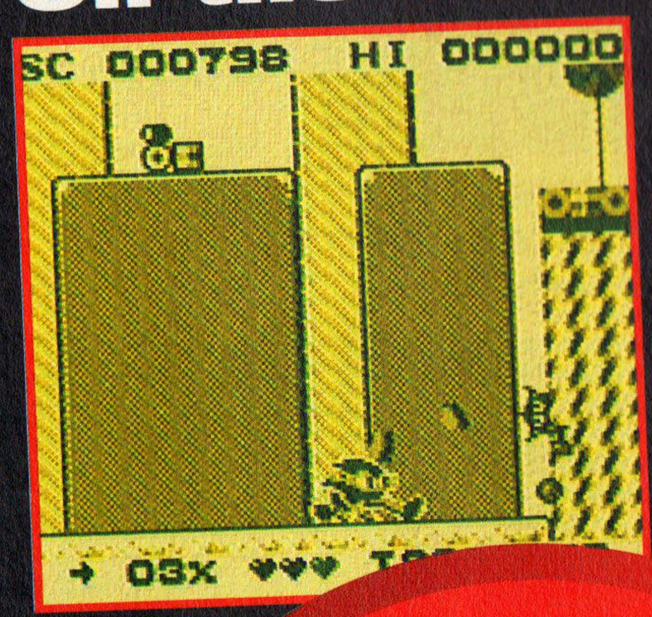


On the NES...



Big fun with Alfred Chicken, plus a double helping of duck-related fun, with Darkwing Duck and Duck Tales 2!

On the Game Boy...



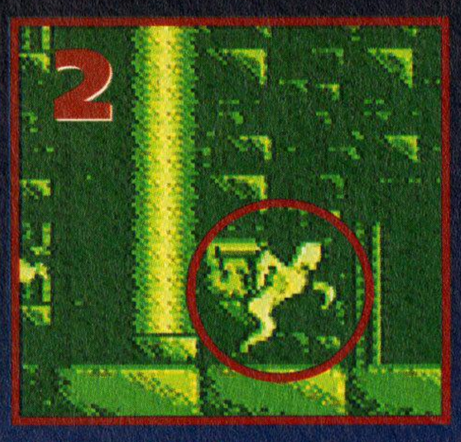
All kinds of Game Boy stuff next month, but the biggest is definitely Zelda. (Sorry, no pix yet.) Also reviewed next ish is hot-shot ex-Amiga platformer Zool.

Teaser answers

The TOTAL Teaser pix on p20 were taken from these screenshots.



Dracula (Game Boy).



Zombies (Super NES).

TOTAL issue 23 will be on sale at all fab newsagents from Thurs, 21 October. Make a date!

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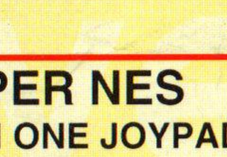


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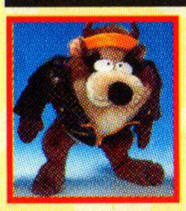
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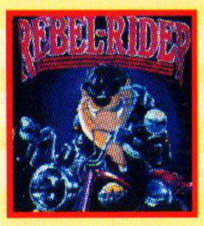
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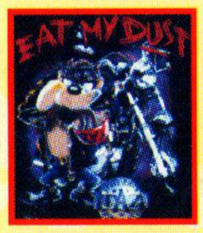
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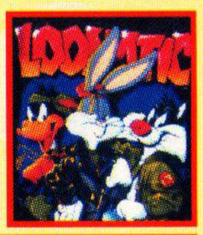
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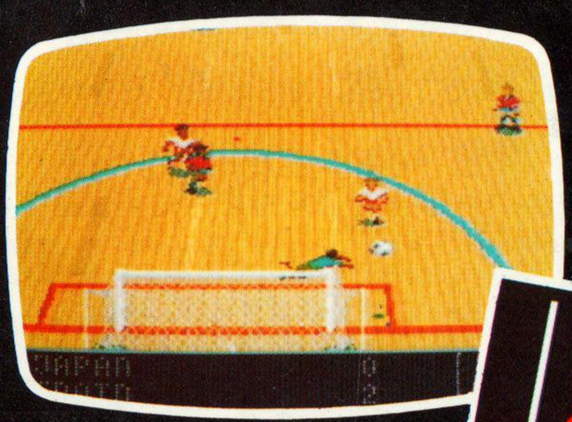
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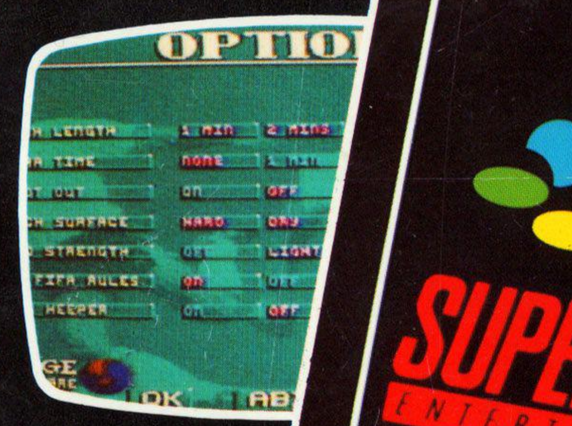
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